BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

YC

MAY 1991

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ENGLAND FC

EXCLUSIVE FIRST REVIEW!!

Get out your bobble hat and rattle – it's here!!

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☆ MIGHTY BOMBJACK ☆

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☆ FISTS OF FURY 2 ☆

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AND YOU FIND THERE IS NO TAPE
PUT ON YOUR LUREX TIGHTS
AND YOUR PINK AND YELLOW CAPE

FLY BACK TO THE NEWSIES
AND TELL HIM 'TAPEMAN'S HERE!'
IF STILL HE DOESN'T SUPPLY YOUR TAPE
SMACK 'IM 'ROUND THE EAR!

– FUNKY FRUITBAT, 1991

(IF YOUR TAPE ISN'T STUCK HERE – ASK THE KIND NEWSAGENT WHERE IT IS!)

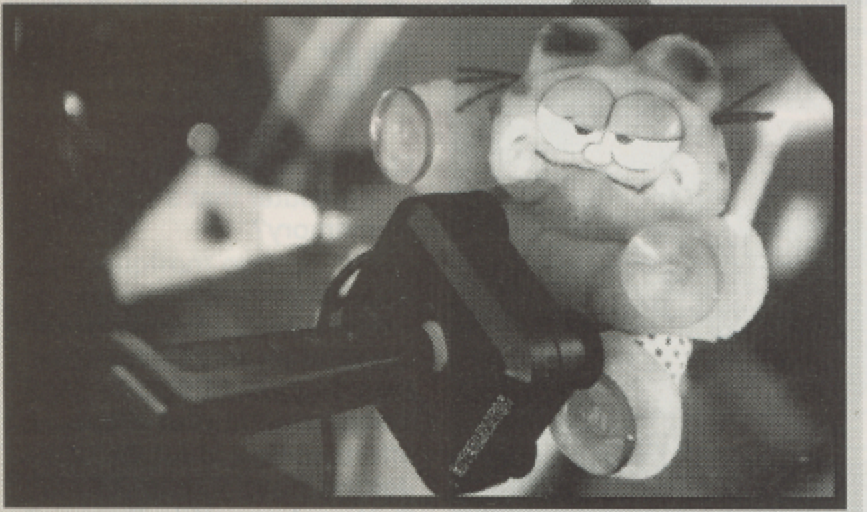
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PLUS – VIRTUAL REALITY: IS IT?


Skull & Crossbones™
SKULL & CROSSBONES
Avast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.
Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!
There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.
It's a rough and dirty job – and we all want to do it!
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TENGEN
The Name in Coin-Op Conversions
© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad. Amiga Screenshots.
DOMARK



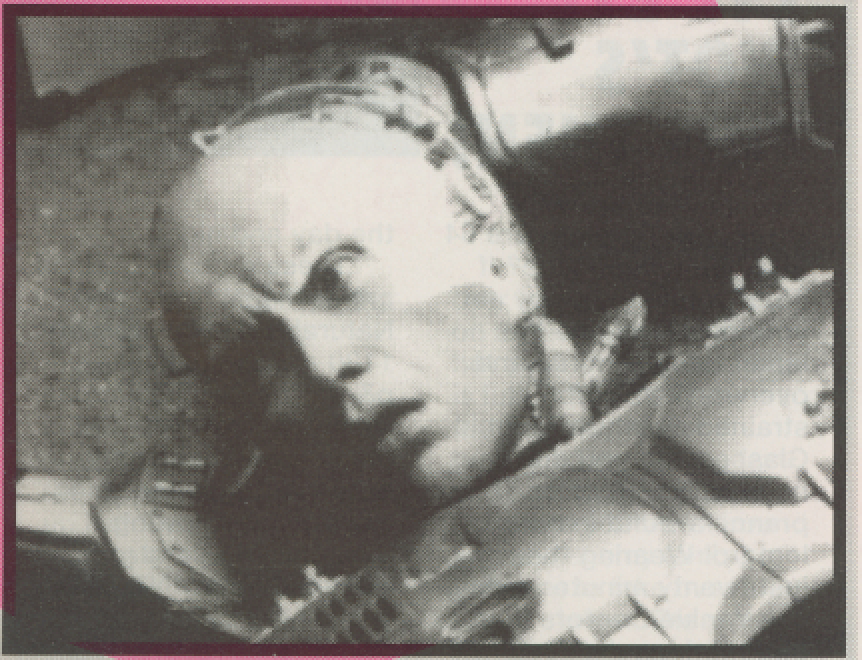
✪ ENGLAND (p10) - Not only do we offer you the completely wicked first ever review of this splendid soccer game, but you can even cadge the chance of meeting the full team themselves!!!



✪ WIGGLE IT TOO (p25) - Why's Garfield got a smile on his face? 'Cause YC's joystick round-up thingmy is finally concluded.



✪ VIRTUAL REALITY (p44) - Strap this big bugger on your head and you're likely to either die or gasp!



✪ TALES FROM THE SCRIPT (p64) - Win! Win! Win! Tonnes of copies of Robocop 2 and Darkman on vid must be won (if not, who would they go to?). Also loads of film type gossip!!!

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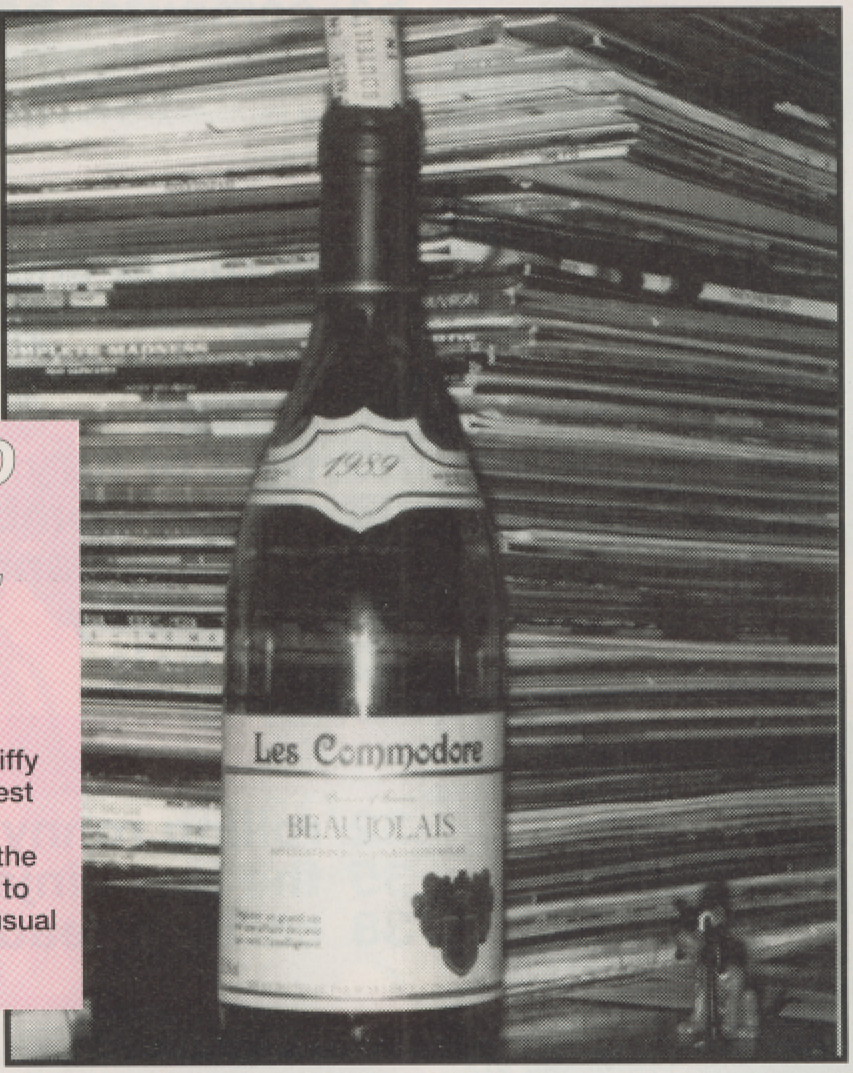
DATA

LICENSE SPE



PEOPLE DO THE WACKIEST THINGS

This Beaujolais is a simply spiffy quality - year Commodore n'est pas?
If you see anything wacky in the same vein send your photos to Bevy's Wacky Spaces, at the usual address.



YOU MUST BE JOKING

Q: What do you call a computer that's lost it's memory?

A: A Spectrum of course!

Oh dear! If you can do better than Stephen McKenzie from Torquay, send your crappy efforts to **You Must Be Joking Bevy Babes, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**



ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT

Get into practice for Computer Boffo!

1. Which England footballing personality was the star of a previous Grandslam game?
2. What kind of animal is Codemaster's CJ?
3. What kind of car is featured in Gremlin's latest game?

3. Lotus Esprit
2. Elephant
1. Peter Beardsley

EYE EYE WOT'S THIS THEN!

Does your Commodore 64 give you a headache? If so, Rosemary Colney eat your heart out cos the latest thing for tired and overworked computer strained eyes are Aerobic Glasses and you don't need to lift a foot or prance around in a tacky leotard! Wearing them for just twenty minutes a day, say Yankie Doctors (had to be American didn't it), will help your eyes recover from the stresses and strains you put them through, bashing and waggling your way through the day and night!

These groovey glasses are available from Larkhall Natural Health on 081-874-1130 and cost £27 inc p&p.

If you fancy yourself in the pair of these spiffy specs pictured here then answer the following question and send your entry to EYE WANT TO WIN, at the usual address, by 1st June 1991.

Q. What is the round black thing in the middle of your eye called?

WITH BEVY BABES

SH — IT'S AS SUPER AS AGENT COOPER!

HOSTESS WITH THE MOSTESS



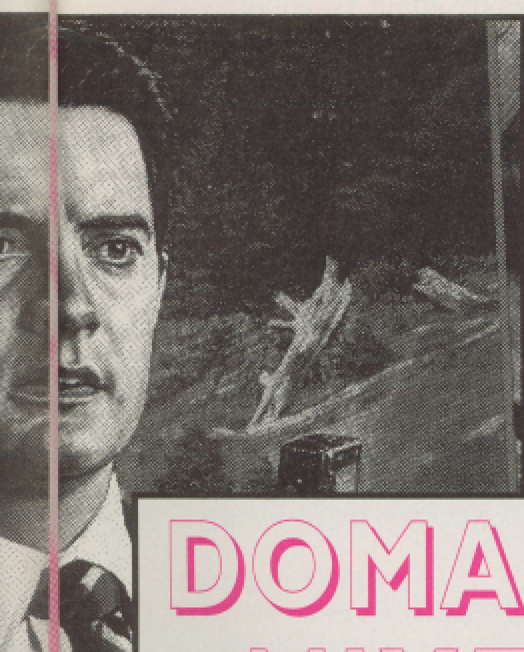
Elvira (upfront gothic temptress, not the Spanish version of Vera Duckworth) is to star in Mistress of the Dark on C64 after all. The American horror hostess, who is big in more ways than one, was signed up by Tynesoft over a year ago, then, after their downfall, taken over by Accolade who published the 16-bit versions of her lusty adventure game. Now, C64 owners can oodle over her, care of Micro Value who will be releasing her 8 bits (Huh Hmm). You can be sure that YC will keep abreast of the situation!

INFO-FREAKO

The names behind the games!

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18 Peterborough Road
Harrow
Middlesex
HA1 2BQ
Tel: 081-864 8212

Gremlin Graphics Ltd
Carver House
2-4 Carver Street
Sheffield
S1 4FS
Tel: 0742 753423



BOB'S YOUR UNCLE?

CLICK."Diane... I have here in my hand a folder containing a proposal for a computer game based around my investigations in Twin Peaks. A game would not be complete without murder, mystery and magic, mixed with a surreal blend of giants, midgets, madmen called BOB, owls, logs and disappearing plates of corn. The true identity of the software house is yet to be discovered but the game promises to be a damn fine example of where games go when they go to heaven! Until I know more, Diane mark this up 'Cooper in Computers'... Oh, one other thing, Diane, never drink coffee that has been anywhere near a fish!.." CLICK.

DOMARK ALL MIXED UP!

Domark, the rather spunky Tengen licensee, has released another completely brilliant compilation from its Putney empire. Now, what's so stonky is that the mix-em-up includes Cyberball and Vindicators which have never made it onto the C64 on tape or disk before. If you're a loyal YC follower of fashion you'll remember that Cyberball was a YC Fun One and a front cover game back in May last year, if you don't remember, not only have you missed out on a year's supply of YC, but the fact that Cyberball is futuristic American football mayhem at it's best. Vindicators is a fast and furious tank blast-em-up where you travel 'round blasting enemy tanks in your aim to take over a space station. The puzzle hit Klax, the ever-popular Excape from the Planet of the Robot Monsters and old fave APB completes the five-pack set to take your computer by storm!

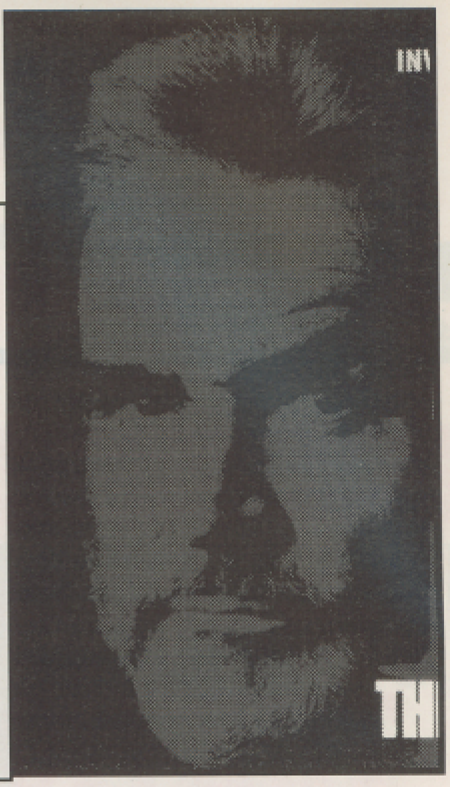
TEN GAMES YC READERS MIGHT FIND IN A SUPERMARKET

1. Beach Trolley - Ocean
2. Beanage Mutant Hero Turtles - Mirrorsoft
3. Rainbow Aisle-lands - Ocean
4. Tindicators - Domark
5. Human Tilling Machine - U S Gold
6. RoboCo-op - Ocean
7. Meatseeker - Thalamus
8. Skull & Crossbuns - Domark
9. Flourdrift - Activision
10. Judge Bread - Virgin

UPPERS AND DOWNERS

This month's industry news is a bit like the poll tax, with companies going down one minute and then announcing new deals the next and it all gets a bit complicated - let me explain. Grandslam was once dead, now it's back with Hunt for Red October and England FC. Since then CRL, maker of such classics as Rocky Horror Show (and embarrassments such as Kellogs Cycling Challenge), died a slow and painful death, but then a rather suspicious CRL package arrived at YC headquarters under the pseudonym "On-Line", and announcements were made linking the company to CDTV.

From Rampage to Robo Kids, Activision and parent company Mediagenic had probs but now their fairy godmother, The Disc Company, is handling their European affairs. Finally, Hewson - of Uridium fame - was infested with receivers when we called, obviously taking a blow from the Activision downfall. Confused? Tune in next month for another exciting episode...



STOP THIEF

When a little bird saw Ocean's development guy Gary Bracey creeping out of Pinewood recently, it wasn't because he'd stolen part of the Batman set. Methinks it had something to do with the filming of the new Robin Hood film, "Prince of Thieves", starring Kevin Costner as goodie-two-shoes Robin, Brain Blessed, and Mike McShane (the big man of Who's Line is it Anyway). Is YC an incy bit previous or have we sussed out the No 1 Christmas license already. Keep a close watch on this spot (in case it explodes!)



GOODBYEEE!!!

So this is it chums (cue sad muzak, and melodramatic black and white tint), there comes a time in every Ed's life when the hot seat becomes a little too comfortable, and a decision must be made to either spend the rest of your life sitting down, or move on to further challenges.

This time has come for me, my readers, to pack my spam sandwiches, head off into the pale pink sunset, and leave YC behind. I hope that the last year and a half have been as good for you as it has me. We've had some good times (and some incredibly dodgy ones) and I'll certainly remember the footy photo story, the EMF interview, and the kerazy Murder weekend - I hope you do too.

Things are not all snotty and wet though, I'm not disappearing off the face of YC's earth. I'm actually off to edit sister mag Your Amiga, and put my own stamp on it! So, if you ever manage to get yourself one of the 64's big brothers (the Amiga, of course), come and join me - the party's not over, it's just moving locations. And you're not to worry about YC either, 'cause I'm leaving it in the more than capable hands of Jeff Davy (that well known YC contributor), and I'm sure he'll be offering you much of the same, and tonnes more, of what you're used to. You'll also be able to sample my lunacy every issue in the form of Cosmic Comic (I'll still be editing that for the foreseeable future).

That's about it. You've made my life here very easy, and let's hope I'll see most of you over on YA shortly. Cheers!!!

- Rik Henderson.

(End tape and pan camera around to departing Steam train, with a soggy hanky waving out of the window).

MAY 1991
(On sale April 26)

YC
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20 Potters Lane, Kiln Farm
Milton Keynes MK11 3HF
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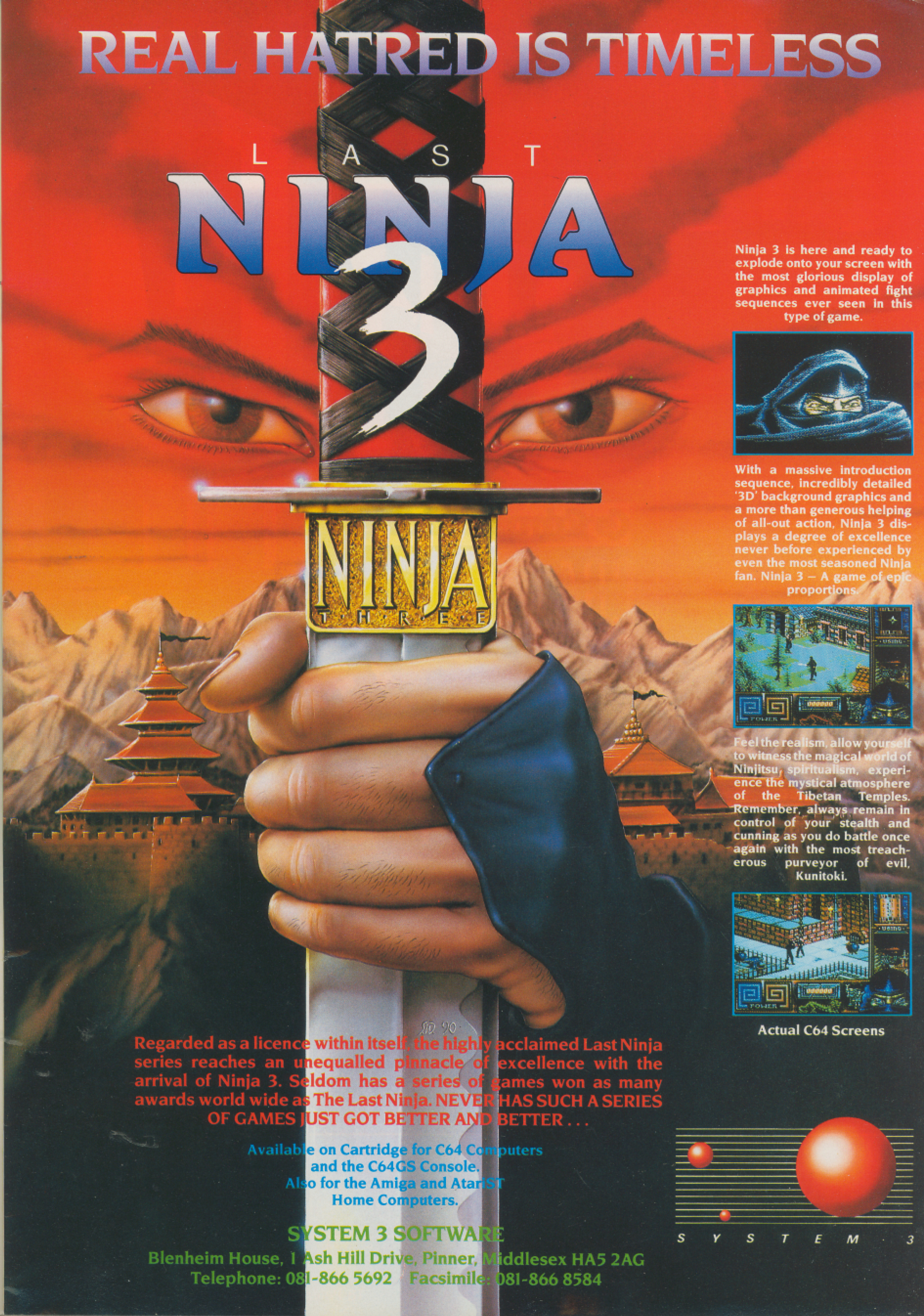
Subscription Rates are £23.40 UK (inc. VAT post free), £31 Europe, £31.30 Middle East, £34.20 Far East, £31.80 (or $56.00 USA) Rest of the World. Airmail Rates on request from YC Subscriptions Department, **Select Subscriptions Ltd., 5 River Park Estate, Berkhamsted, Herts HP4 1HL.**
USA Subscription Agent: Wise Owl Worldwide Publications, 4314 West 238th Street, Torrance CA 90505, USA.

Cover and poster origination by Replica Repro, Northampton.

Distributed by Seymour International Press Distributors Ltd., Windsor House, 1270 London Road, Norbury, London SW16 4DH. Telephone (081) 679 1899.

Printed by Garnett Dickinson Print, Rotherham

ISSN 0269-8277


REAL HATRED IS TIMELESS
LAST NINJA 3
NINJA THREE
Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.
With a massive introduction sequence, incredibly detailed '3D' background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 – A game of epic proportions.
Feel the realism, allow yourself to witness the magical world of Ninjitsu spiritualism, experience the mystical atmosphere of the Tibetan Temples. Remember, always remain in control of your stealth and cunning as you do battle once again with the most treacherous purveyor of evil, Kunitoki.
Actual C64 Screens
Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .
Available on Cartridge for C64 Computers and the C64GS Console.
Also for the Amiga and AtariST Home Computers.
SYSTEM 3 SOFTWARE
Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8584
SYSTEM 3

THE SYS

PRE

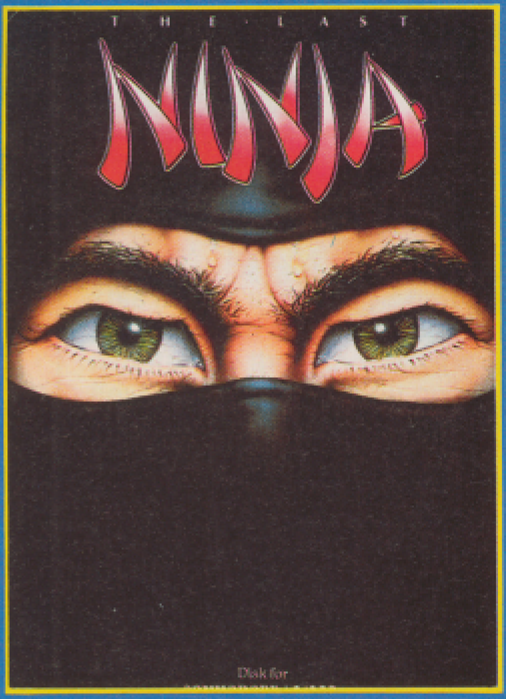
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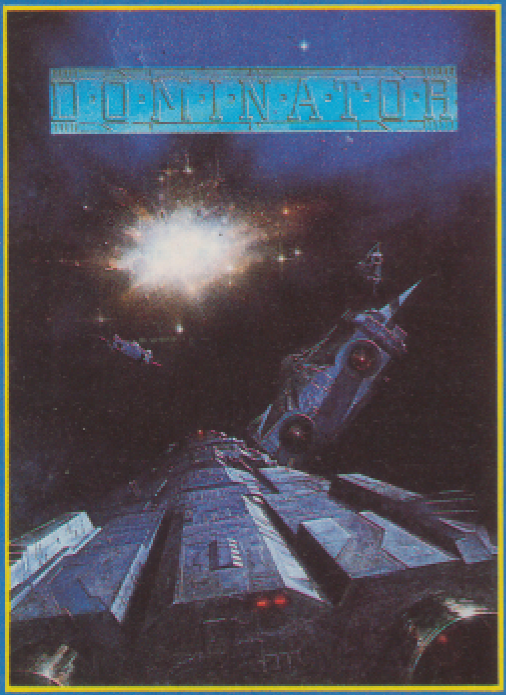
C64

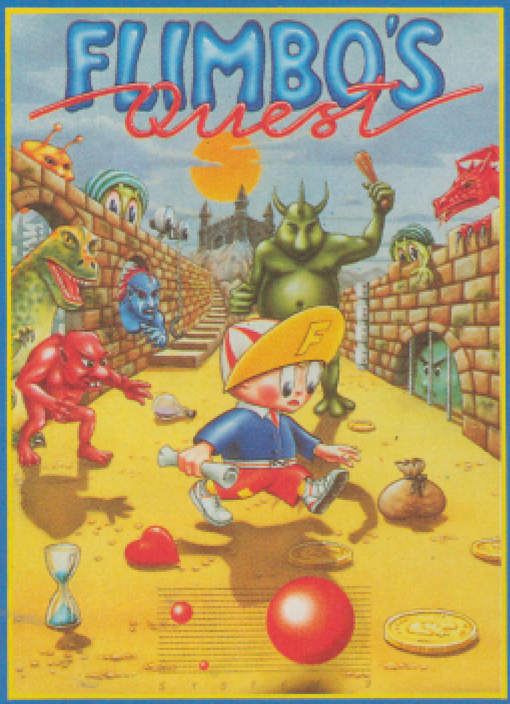
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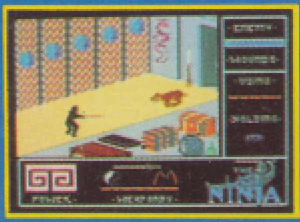


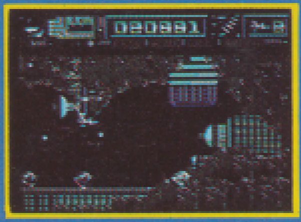
As Europes most innovative C64 games publishers, System 3 are now pleased to present this, our first compilation: **THE SYSTEM 3 PREMIER COLLECTION.**
Forget about 4 product compilations, the official System 3 PREMIER COLLECTION has 6 amazing games. This "six-pack" is full to the brim with varied gameplay, astonishing graphics and undoubtedly, the best ever formula for arcade adventure games. These titles have all in the past received some of the best reviews, always rated in the 90's from leading magazines such as "Zzap", "Commodore Format", "Your Commodore", and "Computer and Video Games".

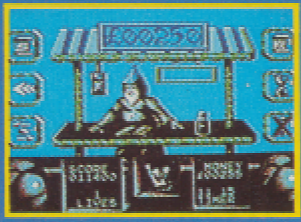
MYTH: Voted "game of the year" and "best 8-bit graphics", pure class – not to be missed.

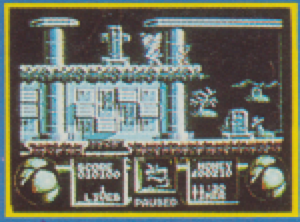
LAST NINJA: The "Last Ninja" series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, "Last Ninja" set new standards for C64 owners and laid the foundations for the "greatest trilogy of games ever to reach the C64".


Ninja C64 screen.


Ninja C64 screen.


Dominator C64 screen.


Flimbo's Quest C64 screen.


Flimbo's Quest C64 screen.


Ninja 2 C64 screen.

SYSTEM 3 SO
18 Peterborough Road · Harrow · Middlesex HA1 2

STEM 3

MIER

ECTION

ix Pack

Commodore®

C64

sette). £19.99 (Disk).

NINJA 2: A sequel to the world famous 'Last Ninja' proved to be one of the best original games ever on the C64.

FLIMBO'S QUEST: The top selling title on the C64 last Summer, Flimbo provides humour and mass appeal in both young and old in this 'pick up and play' cute platform game.

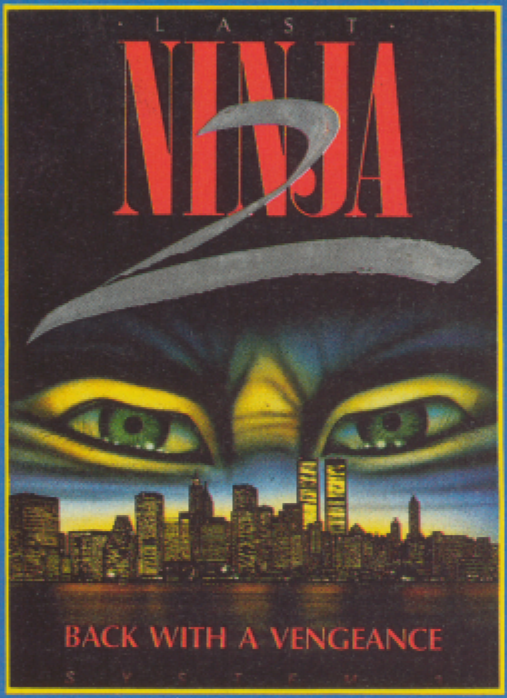
DOMINATOR: Computer and Video Games said, 'Whatever format ... if you're a hardened shoot 'em up veteran, Dominator is a game to scout the shelves for'.

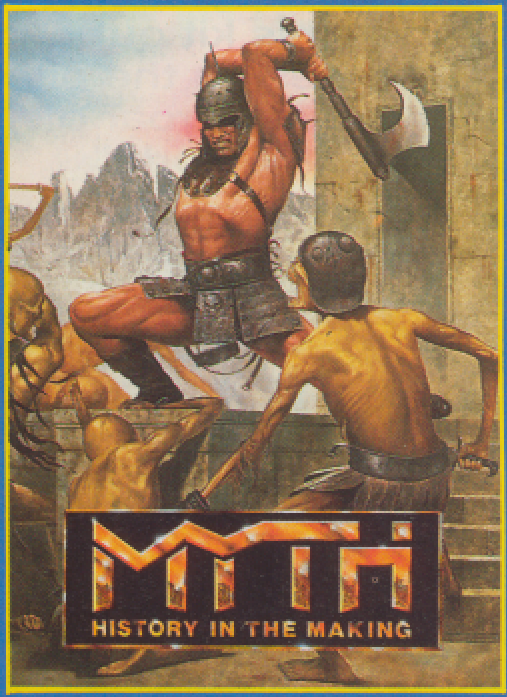
INT. KARATE: The first ever British game to get number one in the American charts.

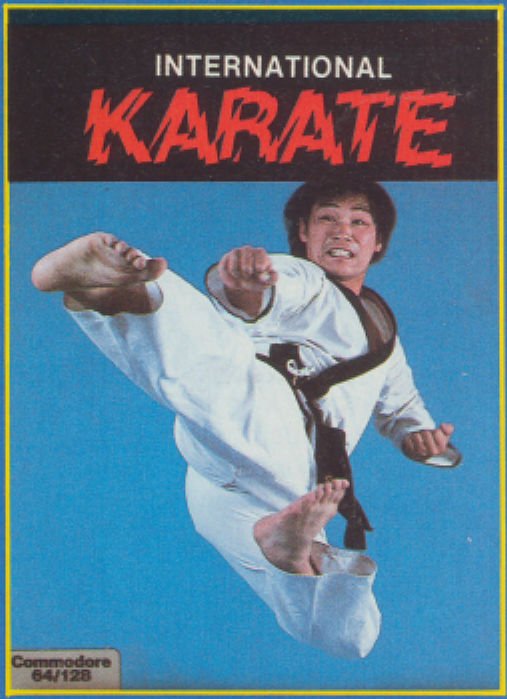
Experience a multitude of various fantasy worlds in one PREMIER PACK compilation.

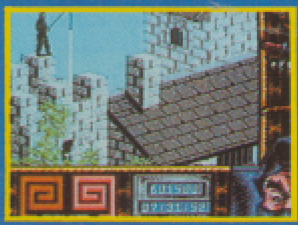
Take a trip into the System 3 experience.

The journey is magical, the result, real value for money.









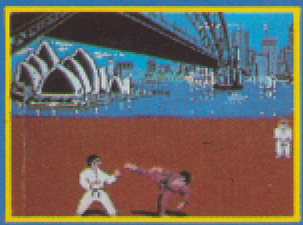
Ninja 2 C64 screen.



Myth C64 screen.



Myth C64 screen.



Int. Karate C64 screen.

S Y S T E M · 3

SOFTWARE LTD.
2BQ Telephone: 081-864 8212 · Fax: 081-864 4851

ENGLAND CHAMPIONSHIP SPECIAL

When you get 22 full-blooded, sweaty males on a footy pitch it's likely that you'll come away with; a) 22 geezers all coughing their guts up. And b) a severe twatting from a rival fan who really doesn't care that you're his brother-in-law (no mercy in war). Rik Henderson gets his kit out once again as he dashes on the pitch to the rupturous roar of "wake up, it's time for work!"



Imagine the scene, two fellows sitting around a big debating table with piles of papers and cups of decaffinated coffee placed precariously to their side. One of them has his hand on his chin and is in serious ponder mode, the other has just had an incredibly good idea and is leaning forward in his chair ready to reveal all.

"I've just had a completely splendid idea!", says man in suit 1.

"Oh yeh!", grumbles man in suit 2, "Pray tell."

"Why don't we release a footy game, you know, 'cause they're quite popular at the moment?"

"And what do we call this excellent throbber of an idea?"

"Why not name it after the incredibly superb England footy team that did so wonderfully in the recent World Cup?"

"England?"

"Yes! Think of the marketing potential!"

"No, I don't think so. I've got a better idea anyway, let's release a puzzle game instead!"

And that, dear readers, is how Big Ron's Software Limited let the England game slip through their fingers, but lucky for us Grandslam has it anyway and we finally get to see a copy.

So what's different about this footy game then? What makes it so special? Not a lot to be honest, but what more can be done nowadays. All we can hope for is an improvement on what has been done before, and England is certainly an improvement.

The concept is a well tried and tested one; top-down game-play with loads of action, and a team selection half with great presentation, but it's the way that these are implemented that makes England so fruity (so fruity, in fact, that the man from Del Monte he say "Stick in a good one, Bully boy!").

Before the game itself is the team selection thingmy, where you get to choose what team to play from a selection of England, England, and erm... England (a second player can be any one of the remaining teams), and you'll then be confronted with an option screen allowing you to choose the players for the team from your huge squad (all up-to-date, of course), with each player having individual ratings out of 5 for Skill, Strength, Speed (Maradona's fave, geddit?), and Energy (which goes down during the game). After a couple of games you'll find that some players are not available due to several reasons, the main one being that they forgot to hold back and gave the ref a good kicking before being dragged off the pitch by the Belgian Police force.

Now you get on the pitch and you realise that everything is similar, and it doesn't take a boffin with an IQ of three trillion to realise what was the main inspiration for this section. Fortunately, though, is that everything compares far more favourably to Kick Off on the 16-bits than even Kick Off on the commie itself. The action is very smooth, the graphics are tonnes better, there are more options (pictures of the ref and linesmen coming up when an offence has been commited), no horrible buggy things, full action replays, weather conditions that affect the way the ball moves, better sound effects, need I go on?

The whole of the European Championships are in there for you to try to win, and it's a while since we've said this but I think we've finally come across a worthy successor to Emlyn Hughes' International Soccer (that old chestnut). Now, aren't I meant to make some incredibly poor joke about Grandslam scoring with this one? No, I don't think I shall!

CREDIT CARD

SONICS Good jingles and sound FX but great has two spellings.

GRAPHICS Excellent presentation throughout, and brill footy sprites.

FIX FACTOR You either like these footy games or you don't, if you do it's pretty easy to get into.

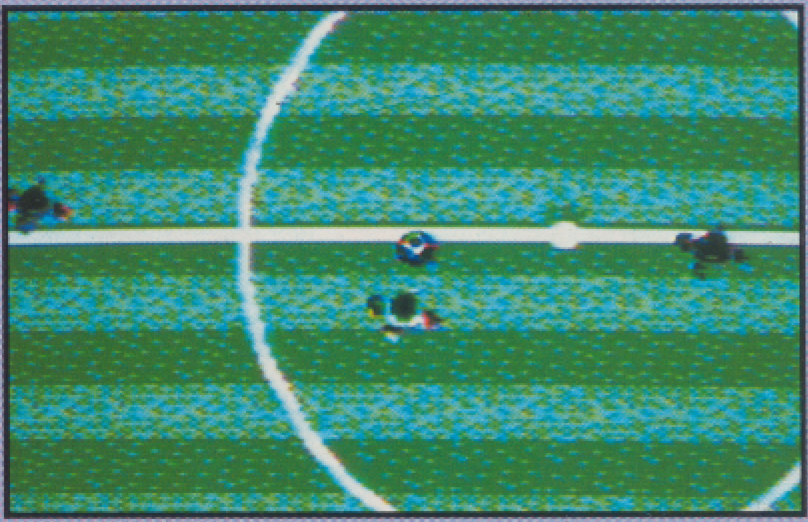
HALF LIFE Once you've won the cup there's only so much entertainment you can get from doing it again.

NAME: England Championship Special.
SUPPLIER: Grandslam.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

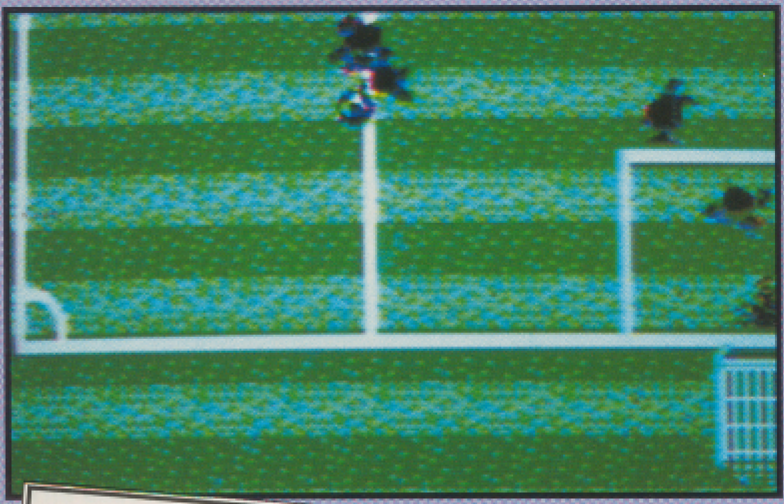
OVERALL 85%

A very slick and polished footy game that is more than capable of playing on the same park as Kick Off, or its sequel. England fans will be waving their scarves as I write.





And they took it out to the corner flag where there was much mud and extreme amounts of violence! The ref came flying in with his red card and metal studs - it took two weeks to remove him from the Italian's leg!!!



ENGER-LAND COMPO

We're all going off to Wembley, we're all gonna meet the team. YC and Grandslam have joined forces to offer one incredibly lucky individual the chance to see England vs. Germany (the first time that a united Germany has played at Wembley since the war) whilst sitting in a rather spiffy VIP seat, and after the game the winner'll meet some of today's stars that make the England footy team so great, plus a copy of the England game that could be signed on the day. And 12 runners-up get a copy of the stonky England game too (talk about being generous, eh?).

All you have to do to be in with a chance of winning this absolutely stunning prize is answer the six easy-peasy questions below and then, as a tie-break, choose your top team made up of England players from the last 30-years. Once you've come to some sort of judgement, write down their names in the spaces provided (you must stick to the 4-3-3 formation that we offer [ie. 1 Goalkeeper, 4 Defenders, 3 Midfielders, 3 Forwards]). For example, if you wished to put Chris Woods as your top England goalie of all time, you'd put him next to where it says GK, goddit?

QUESTIONS

1. Who is England's current manager?
a) Bobby Robson
b) Graham Taylor
c) Lawrie McMenemy

2. What are England's home colours?
a) White & Red
b) White & Blue
c) Red & Blue

3. Where do England play all their home games?
a) Wembley
b) Twickenham
c) Old Trafford

4. Who is the ex-England goalie that holds the record for most England caps?
a) Chris Woods
b) Gordon Banks
c) Peter Shilton

5. Who is the player that holds the record for most England goals scored?
a) Jimmy Greaves
b) Gary Lineker
c) Bobby Charlton

6. Who is the current England star that was the subject of a previous Grandslam game?
a) Paul Gascoigne
b) Peter Beardsley
c) John Barnes

MY ANSWERS

1 ...
2 ...
3 ...
4 ...
5 ...
6 ...

TIEBREAK

GK
DF
DF
DF
DF
MF
MF
MF
FW
FW
FW
SUB
SUB

MY NAME IS..

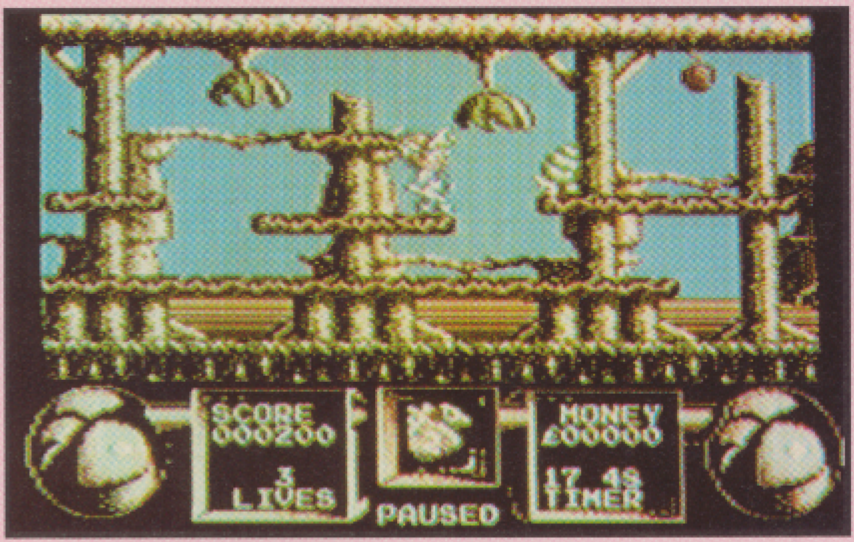
MY ADDRESS IS..

....MY AGE IS ....

Fill this in, cut it out (or use a photocopy), and send it to: **Bovver Boot Compo, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.** Please make sure it arrives before 1st August 1991, and unfortunately the main prize cannot be won by anybody outside the UK (sorry!).

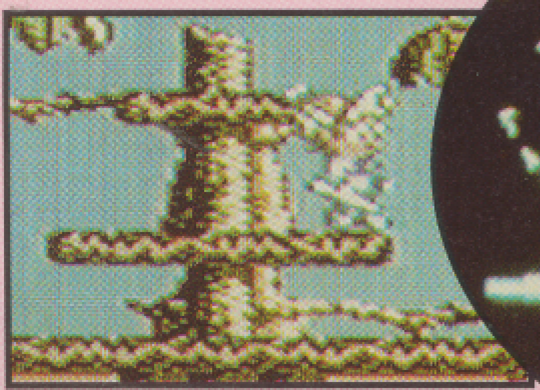
PREMIER COLLECTION

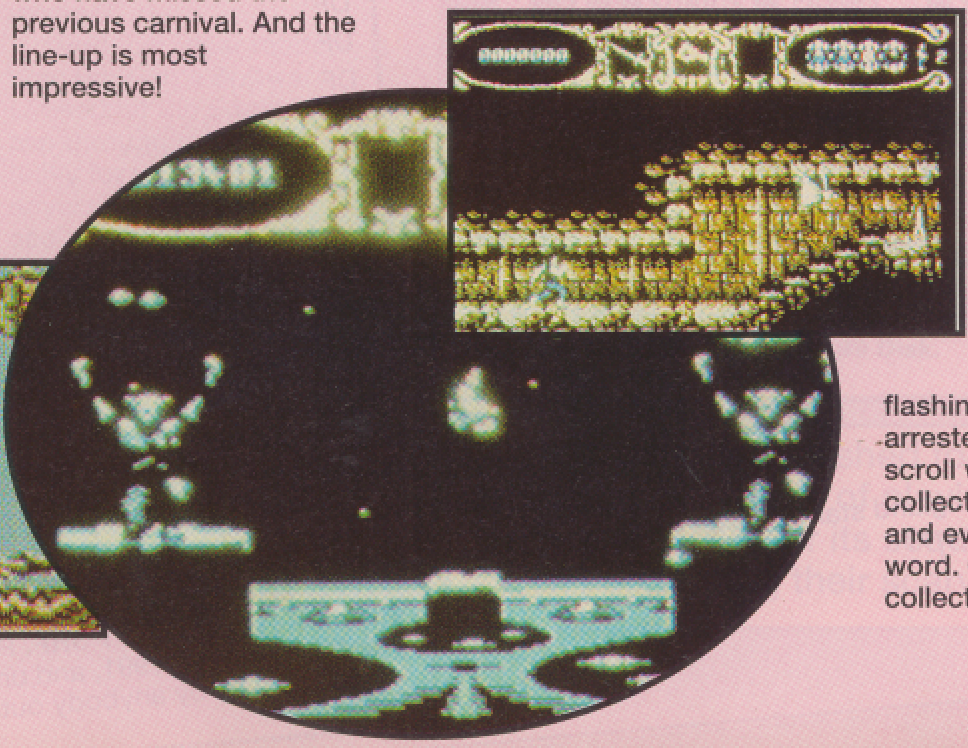
System 3's a company with a very impressive track record. But with this compilation, is it a case of putting all your eggs in one basket? Rik Henderson looks at this box'o'fun...



There's so much back catalogue flying around the industry at the moment, you're bound to find some of it in any one of three places. A) it could be on a budget label. B) some of the games end up on our front cover tape. And C) (the most likely) it could end up in a compilation with games tenuously linked in some way or another.

System 3's now managed to find enough of its back catalogue to lump it all in the same box, and offer it at a mega cheapo price to those who have missed the previous carnival. And the line-up is most impressive!





LAST NINJA

This is the game that really made the software world gasp and go "oh my word, what an absolutely spiffy game indeed!" It's brilliant mix of arcade adventure and beat-em-up action was so original that it provoked more than one magazine to call it the best thing since sliced bread. It didn't take too long, though, for sliced bread to become something that was taken for granted, and now Last Ninja also looks very dated.

That said, it's only pale in comparison to it's older brothers (Last Ninja 2, Ninja Remix, and Last Ninja 3), and against most other arcade adventures it wipes the floor with them (after delivering a rather mean roundhouse kick to the knackers). The 3D viewpoint was (and still is) inspirational, and the game is so polished that if released on its own today, it would still sell in bucketloads.

DOMINATOR

Not a typical System 3 game, and the story goes that the Cale brothers (by the time it was finished) didn't want anything to do with it. That said it's not a bad little shoot-em-up. Admittedly, in comparison to the blasters released at the moment (St Dragon and Swiv, to name two of the best) it lacks that certain something, but you'll certainly play it a few times and if that's the case it can't be all bad.

The graphics are very slick and the speed is of a jolly rate, so your trigger finger will certainly regret it if you don't at least try Dominator.

FLIMBO'S QUEST

This is a very, very good cute-em-up and platform game, and I enthused about it back in our June issue. It was an excellent game then, and it's not changed its appeal to me now.

Being very Japanese in style, you must guide our Flimbo around a horizontally scrolling landscape and shoot all the inhabitants into extinction. When you shoot the flashing sprite (just before it's arrested for indecency) a scroll will appear which, once collected, you take to a shop and eventually make up a word. Once you've finished collecting you'll be

transported to the next level, and so on. Eventually you'll get to the final level and be able to rescue Flimbette (your beloved girlie).

Great graphics and a superb variety in gameplay made this into a classic, and keeps it as such.

LAST NINJA 2

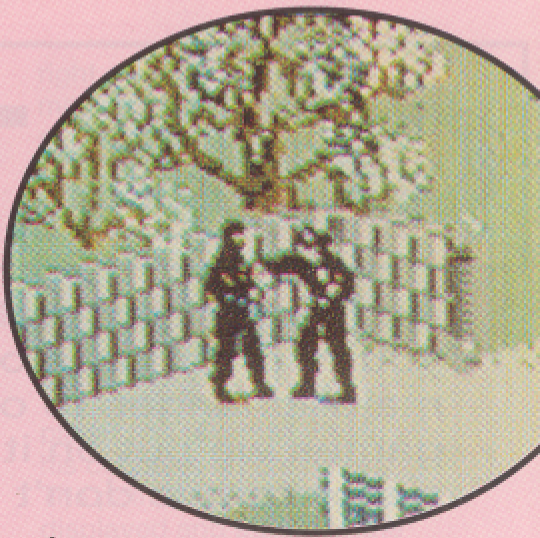
Another slice of Ninja action that deals even more options and adventuring than it's prequel. There's not much more to say about it, apart from the fact that its playability is legendary.

MYTH

Another of the System 3 success stories. Myth was slammed by Ashley yonks ago, and heralded by myself only a couple of issues back, it really depends if you want a game to last a brief few seconds, or several months.

It's another arcade adventure (something that System 3 seems very good at), but this time very much in the standard platform game mould. The graphics and puzzle elements are anything but standard though, in fact they're incredible, and are exactly what you'd want to leave running on your commie to show off to any of those Speccy owning friends.

You have to travel through several mythological timescapes, finally confronting a big, mean demon and giving him a right good twatting. Although it's not too easy, the fiendish puzzles and the gameplay will keep you transfixed for several decades.



INTERNATIONAL KARATE

A typical beat-em-up that wowed 'em in its day, even if it is a little past it now. It follows the since well-trodden path of joystick direction = good, hard punch to the particulars, and that's about it.

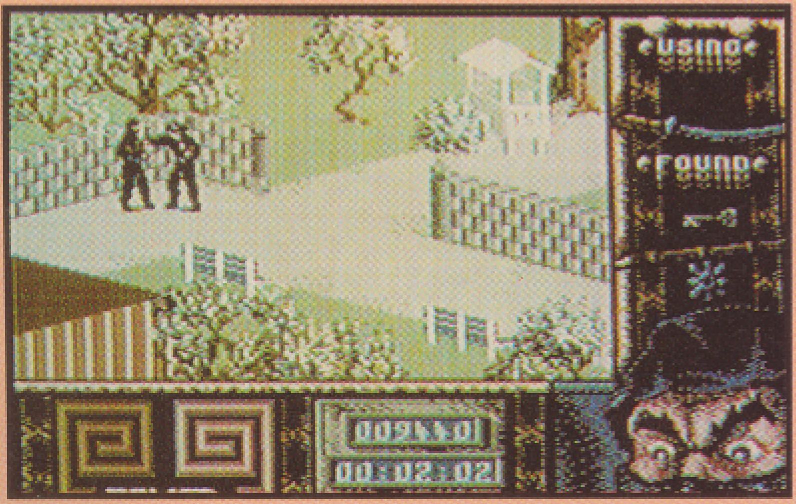
The graphics are a tad legoesque (ie. blocky) and the sonics are a tad on the crap side, but in gameplay you can't beat it for sheer Sunday afternoon fun.

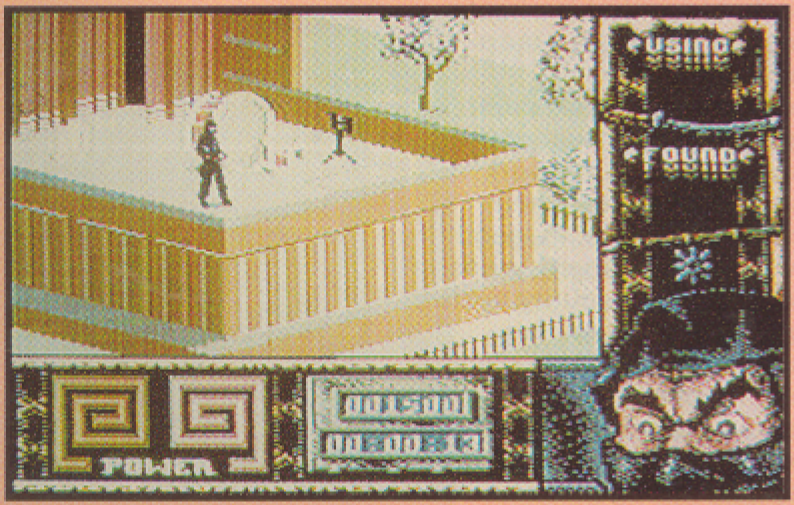
Any compilation you could mention would always have at least one duffer in its line-up. The Premier Collection's particular burden is Dominator, but even still the game's well worth the space on the tape (or disk). Highlights are definitely Flimbo's Quest and Myth, and the two Ninja games have to be on any computer game enthusiast's shelf.

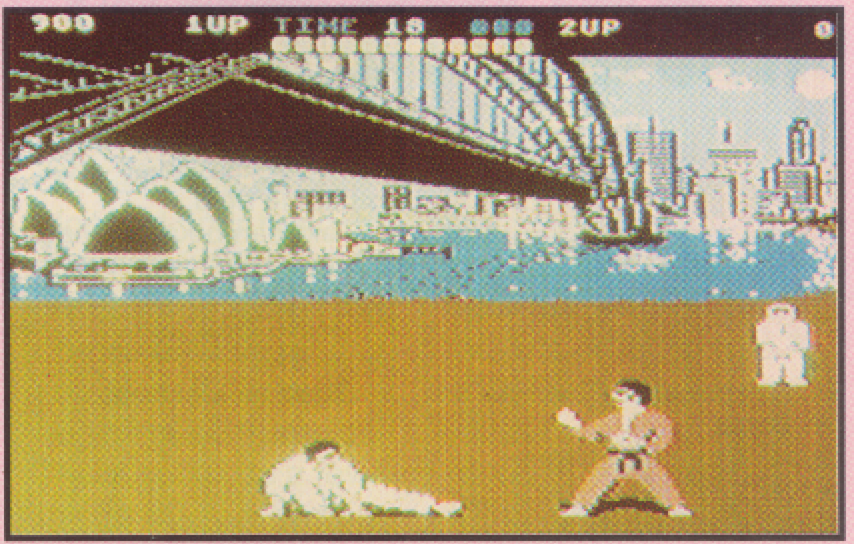
Confuscious, he say, "Man without Premier Collection is man without his left leg!", and I'd have to agree.



✪ The Last Ninja – a legend in its own lunchtime! As you can see, there's a few graphical changes between the original and its sequel!







CREDIT CARD

- **◀SONICS** The sound is not the priority on any of the games, and this is how it should be.
- **◀GRAPHICS** On the whole brilliant, just IK's are a bit dated.
- **◀FIX FACTOR** Six very decent games - four of them superb, you'll spend days just thinking about which one to play first.
- **◀HALF LIFE** There's more in this bundle than in the entire collection of War and Peace (even the Chinese version).

NAME: Premier Collection.
SUPPLIER: System 3.
PRICE: £15.99 tape, £19.99 Disk.
RELEASE DATE: Out now.

OVERALL 90%

A compilation that offers so much variety that there's at least one game that would appeal to everybody. Well worth the dosh even if you've already got one or two of the titles.

ON THE TAPE

Another four complete games for you to drool over, on the eve of major changes to our tape, and the games we put on it. Now if that isn't a stonker we don't know what is!!!

THE CONTENTS

Side A: Rescue, Backgammon

Side B: Escape, Zakron

A

ESCAPE

Programmers: R. Martin & W. Black
Type: Complete game - Adventure
Controls: Keyboard

June 1944, somewhere in Bavaria. The midsummer heat blazes down on the air force officers assembled in the courtyard in LuftStalag 13.

In more peaceful times, the feudal castle you inhabit might have been picturesque, but for you it's a prison. Ever since that night over Dusseldorf when Tail-end Charlie bought it in the flak, and there was no-one to spot that Junkers 88 that crept up on your Lanc, you've been incarcerated in a succession of camps. Now, after three failed escape attempts, you are banged up in the supposedly inescapable chateau of Ibzwitz.

Inescapable? No such thing! It's up to you to prove to Jerry that he's taken on more than he can handle.

HOW TO PLAY

Escape is an adventure produced using the Quill, and contains over eighty locations. As you may have guessed, your job is to escape from a German prisoner-of-war camp, using the materials to hand.

As in all Quill adventures, the input required is verb followed by noun. Entering V, for Vocab will give you a list of all verbs used in the game, and HELP may even offer you some help.

Text can be abbreviated to four letters per word. Just to get you going, try EXAMINE BED as a beginning.

Good luck old boy!

ZAKRON

Programmers: A. Docherty and P. Atkin
Type: Complete game - Arcade Action
Controls: Joystick in port 2

Back in those dark days of the A..I games console, one of the more popular games had you knocking bricks out of walls with a continuously moving ball. Since then, hundreds of variations have appeared on the scene. Basically they are the same, the main difference being the number of levels and the type of extra weapons that you can release.

A VIEW FROM ABOVE

ZAKRON takes the 'BREAKOUT' theme a little step further. Instead of the normal two dimensional playing area, you play on a three dimensional plane. The idea of the game is to accumulate points by knocking bricks out with the continually bouncing ball. The ball is controlled by the player using a bat, as with all 'BREAKOUT' variations. The difference being that you are ABOVE the playing area.

TIMING IS VITAL

When the ball reaches the bottom of its bounce, and is at its smallest, the player has to deflect it by positioning the bat appropriately. The angle of deflection of the ball depends on its point of impact on the bat. When you first see the game you will think that there is nothing to it! I warn you now, it's not as easy as it looks.

Enjoy!!

B

RESCUE

Programmer: David Bryson
Type: Complete game - Arcade Action
Controls: Joystick in port 2

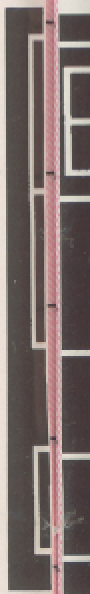
Far into the future, the Homosapien race has innovated and expanded in technology and occupation so much that they now are inhabiting and controlling several planets and moons with the aid of an immense communications network based on the planet Earth, (which has gained acclaim for it's reliability, but certainly not it's cost).

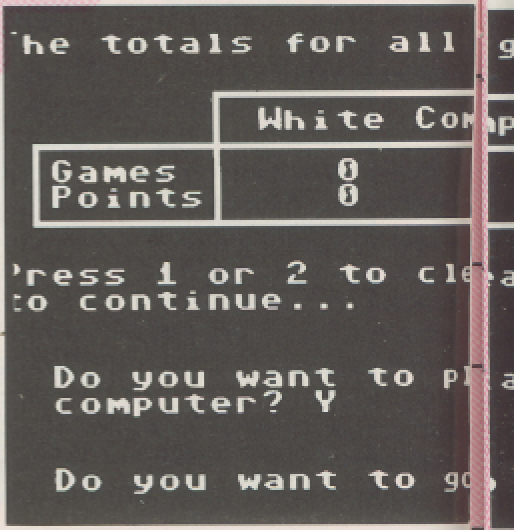
MEANWHILE

Meanwhile humanoids have stolen the jobs of many people because of the arrival of this extravagant technology that is cheaper, more efficient and more adaptable to harsh environments. The capitalist government's trust of the security of the network soon diminishes when computer thugs, in league with the examiners, manage to crack the security system and uphold all mining activity on the eight planets and moons. The government is not prepared to turn this into a scandal as it has put so much money and effort into the network. So they ask you, one of the top ranking space pilots of the age, to travel around the moons and planets and rescue the malfunctioned humanoids to be awarded a substantial sum of money and pay no taxes for life. You can't resist the opportunity , and head off in the direction of the colonies.

PLAYING RESCUE

Plug your joystick into PORT 2 and control the ship by pushing it left to thrust left and right to thrust right. Up controls the upwards thrust and down controls the downwards thrust. (Isn't life simple?). Pressing FIRE does not do anything at all. Precise timing and co-ordinated control of the





joystick is required if you want to complete all 8 levels, but I must say they do not progress in difficulty therefore keep trying in the early stages. When you go near a humanoid, it jumps up and down ready for rescuing, which you do simply by running past it. If you want to go and meditate, press "P" to pause the game. If the mission gets too stressful, press "Q" to quit and go and have a lie down for a few hours.

TECHNICAL DETAILS

The game is protected against SPRITE-BACKGROUND disabling and infinite lives functions on cartridges, so just pull that nasty protrusion out of the back and chuck it away. The game code is over 3K long and the graphics takes up over 4K. The screens take up to 8K (and no, they are not compressed, who needs to when the program gets compressed anyway). I hope you enjoy the game.

BACKGAMMON

Programmer: Peter Weighill
Type: Complete game - Classic Boardgame
Controls: Keyboard

Backgammon is a board game in which the aim is to move all fifteen of your counters around the board, and then off, before your opponent. If you have not played the game before and do not know the rules then you should read the instructions included in the game,

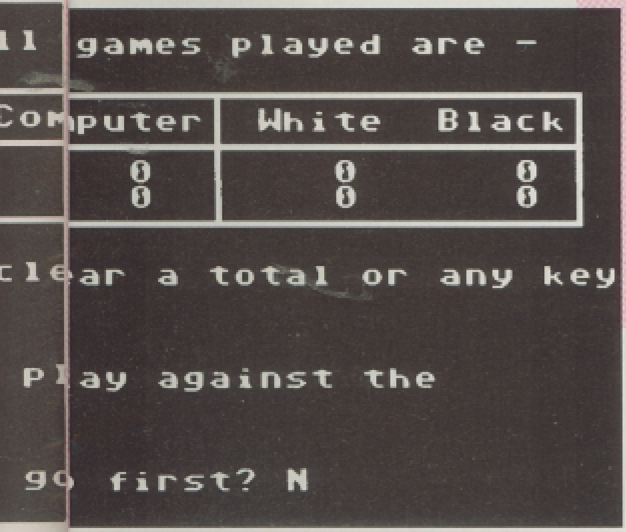
After the instructions, the scores are displayed from previous games. These will be all zero on your first go. If you want to clear the socres press 1 to clear the one player game scores and 2 for the two player game.

You should then press any key to continue.

You will then be asked whether you want to play the computer. Type in Y or N and press return.

Now the board will appear and the game will begin.





HOW TO ENTER A MOVE

You will be asked the question 'Which piece to move?'. You should type in the number corresponding to the piece you want to move (the numbers are displayed around the board).

If one of your counters has been knocked off the board by your opponent then you should type O to the above question to get your counter back on the board. You must re-enter this counter before you can move any other.

If you cannot move then type N to the above question.

Once you have typed in the piece to move you will be asked 'Which dice to use?'. You should type in the value of one of the dice displayed in the top right corner and press return.

If you have typed in the wrong counter to move and only notice the mistake when you have to input a dice value then type O and return.

PLAYING THE COMPUTER

The computer is always White. It will display its moves in a column on the right. After it has finished moving its pieces then you should press any key to continue. You should then input your moves.

AT THE END OF THE GAME

The game finishes when one player has taken all fifteen of his counters off the board. The points won will then be displayed and added to the totals for all games played.

HOW POINTS ARE SCORED

The player who wins the game receives one point for each opponents counter left on the board.

The player will receive triple points if the opponent also has one or more of his counters in the winning players home table.

TAPE PROBS!!!

Oh dear! You've plopped your funky YC cassette into your datacorder and all that comes out is a rasping sound as if it's layed a huge trouser rumbler. There could be a few things that are wrong:

A) Your datasette is completely up that particular creek without a spoon. (Take it back to the place of purchase).

B) The heads are aligned wrongly on your datasette. (Take it to a computer shop to be checked).

C) The tape is a duffer! (Send it back to the address below with a self-addressed envelope, and you'll receive a new tape within 28 days).

If you send the tape back and we find out that the problem was A or B, Post Apocalypse will personally come round to your house with his baseball bat and knock your cranium for a home run, get our drift.

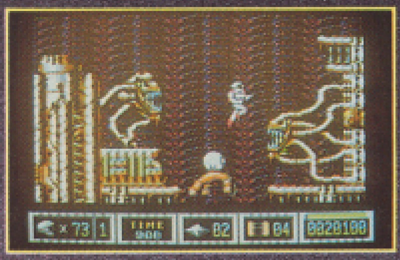
Send the tape to:
YC Tape 17 Returns,
Stanley Precision Data Systems,
Unit F Cavendish Courtyard,
Sallow Road,
Weldon North Industrial Estate,
Corby,
Northants
NN17 1JX.

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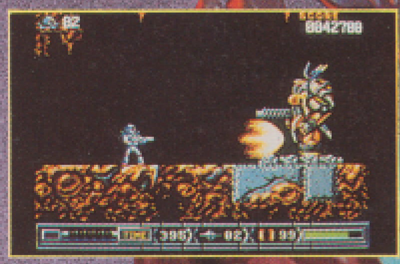
AMIGA SCREENSHOT



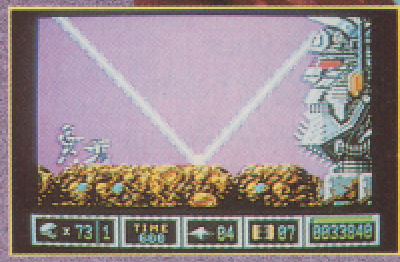
AMIGA SCREENSHOT



AMIGA SCREENSHOT



C64 SCREENSHOT



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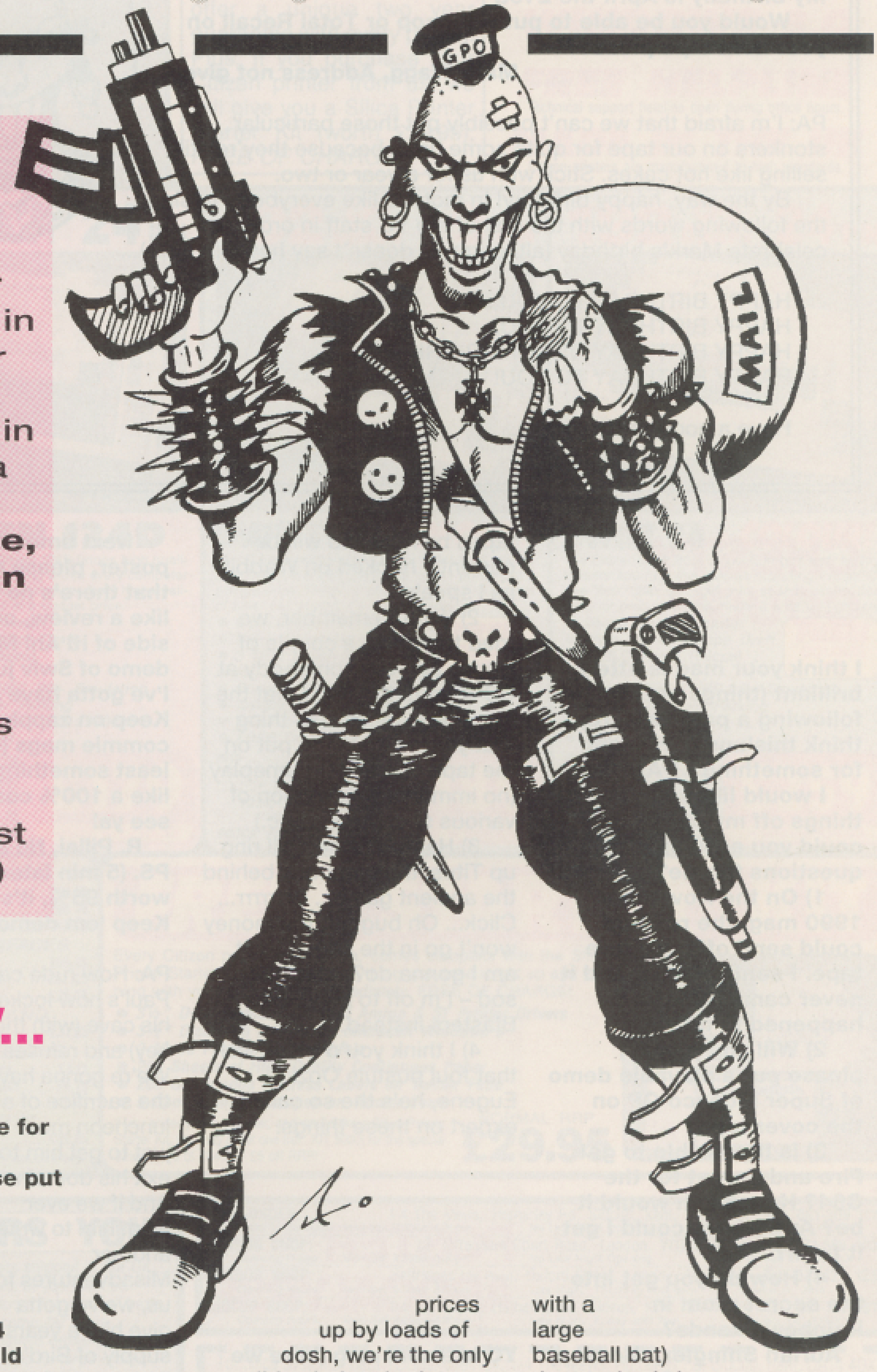
A SEQUEL THAT EXCELS THE ORIGINAL

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POST APOCALYPSE

Posty got very bored of Scotland (and very wet) so he's back in the YC offices to answer all your moans and quibbles, after which he's gonna partake in a spot of caber tossing (or at least he would do if he could find a caber to toss in Milton Keynes - possibly a telegraph pole). Write to posty at: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

The Letta of the Munf winner gets a copy of YC's fave game of the month, and every other letter printed receives a free Post Apocalypse badge (oooo!)



Och the noo, I'm back from my little trip to the rainy hills of the Outer Hebrides and I can honestly say that I'm glad to be back (for a start me cap was starting to droop). Ho well, on with your pathetic questions...

TO SWIV...

I think your mag is ace and great value for £1.95.

Could you please put a list of all the adventure games, like the Cranmore Diamond Affair on the March tape, available for the 64 in your mag? I would be very grateful.

One more thing, what game is better, Swiv or Silkworm?

Allan Duffy, Glasgow

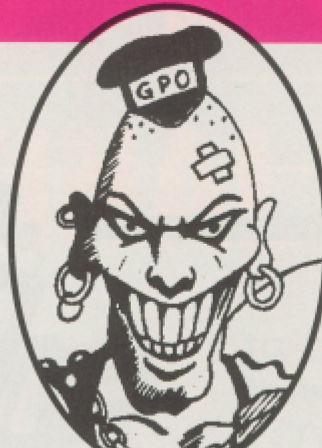
PA: Of course it's good value, and now that certain other scabby rags have put their prices up by loads of dosh, we're the only sensible choice that's available at a pocket money price.

The adventure list is definitely something that we'll consider, like any reasonable ideas (people writing in asking for Rik's head to be flushed down the loo will be set about with a large baseball bat) that anybody has.

And as for Swiv vs. Silkworm, they're both completely stonky and if you have a night of playing them you'd probably need serious psychiatric help, and at least two years in a rehabilitation centre for tired gamesplayers.

LETTA OF THE MUNF

BIRTHDAY BOY



My birthday is April the 21st.
Would you be able to put Robocop or Total Recall on your next tape please?
Mark Wagg, Address not given

PA: I'm afraid that we can't possibly put those particular stonkers on our tape for quite some time, because they're still selling like hot cakes. Stick with us for a year or two.

By the way, happy birthday! In fact, I'd like everybody to sing the following words with the rest of the YC staff in order to celebrate Mark's birthday (although he doesn't say how old he is)...

HAPPY BIRTHDAY TO YOU...
HAPPY BIRTHDAY TO YOU...
HAPPY BIRTHDAY DEAR MAR-ARK...
HAPPY BIRTHDAY TO YOU!

Have a good one!!!

CHESTY COUGH

I think your mag is utterly brilliant (things seem to be following a pattern here, I think this'uns gonna ask for something - PA).

I would like to get a few things off my chest, so could you answer these questions for me?

1) On the November 1990 mag, the readers could send off for a free tape. I sent off for it and it never came. What happened to it?

2) Will you please, please put a playable demo of Super Monaco GP on the cover tape?

3) Is it possible to get Fire and Forget for the C64? How much would it be? And where could I get it from?

4) How do you get into the secret room in Rainbow Islands?

Adrian Shingler, Glossop, Derbyshire

PA: Could I answer your questions? Erm... (thinks long and hard)... Nope!.. Oh, all right then, maybe I should...

1) To cut a long story short - the end! Let's just say that everybody's got their tapes by now and will be currently hooked on Wabbit as I speak.

2) If you remember, we tried to do this a couple of issues ago but somebody at US Gold didn't think that the game was the sort of thing that you'd be able to put on the tape due to it's gameplay (no immediate indication of various short levels, etc.)

3) Hang on a sec, I'll ring up Titus, the company behind the ancient game... Brrrrrrr... Click... Oh bugger, the money won't go in the slot... What am I gonna do?.. Click... Oh sod – I'm off to play Road Blasters instead.

4) I think you'd better ask that foul pustule Oozin' Eugene, he's the so called expert on these things.

POSTER APOCALYPSE

YC is a cool mag (here we go again, you lot are definitely up to something - PA). So what's Paul Rigby doing in it? While we're on the subject of disgusting things, when was the last time Oozin' Eugene had a wash? Okay, onto less personal things.

Next time you publish a poster, please make sure that there's no useful stuff, like a review, on the other side of it! Ah! Me playable demo of Swiv just loaded! I've gotta have a crack at it. Keep on zapping other commie mags (er... well... at least something that looks like a 100% commie mag), see ya!

R. Pillai, No address given

PS. (5 min later) Swiv is well worth 95%, it's unreal! Keep 'em demos coming!

PA: How rude can you get? Paul's now locked himself in his cave (with the big stone key) and refuses to come out. We're gonna have'ta offer him the sacrifice of a whole tin of luncheon meat just to get him to exit his domain. And if we ever want him to write another Misadventures for us, we've gotta give him a years supply of Bird's Eye Jumbo Cod Fish Fingers (in the shapes of fish), so he can use them as fuel (they burn quite a while, I've heard).

As for Oozin' Eugene, let's just say that men still sat in trees the last time he ventured into a bathroom. It's rumoured that water could kill him.

And posters, we're very likely to give you something even more stonky on that front in the very near future.



ANOTHER PLEB

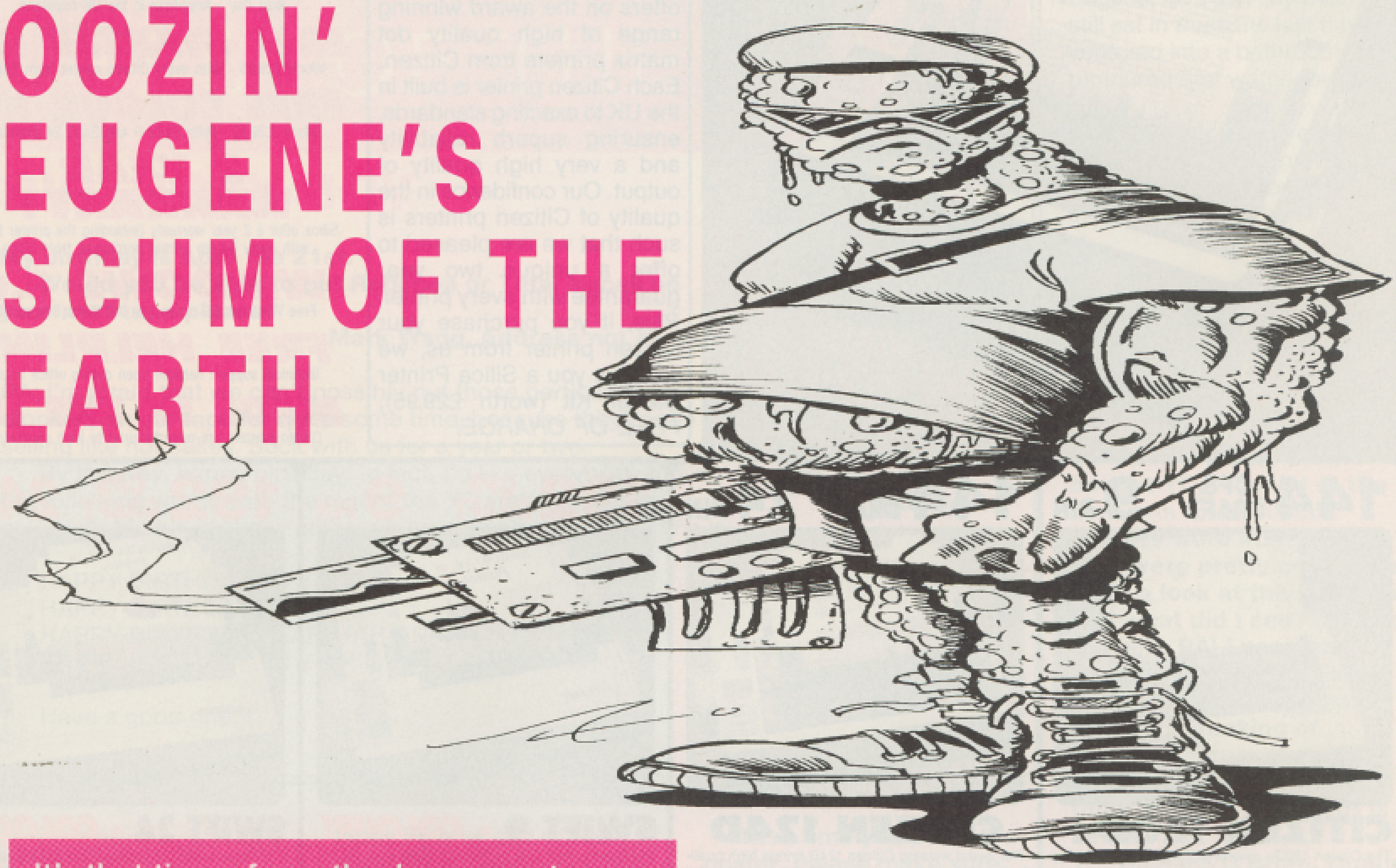
In March's issue, when I bought YC, I looked at the contents to see what reviews were in. I thought they were pretty cool, then I had a look at the regulars and what did I see? (Please tell us! - PA) I saw that beside Scum of the Earth, in small writing, you said you were thinking of changing Scum of the Earth to Pleb of the Earth. I think Scum of the Earth is better.

Richard O'Brien, Dublin

PA: Erm... I actually think that Rik was joking when he added that to the contents page. If he wasn't I'm sure he's changed his mind by now.

By the way, aren't you the Richard O'Brien that wrote The Rocky Horror Picture Show, and hosts and designed The Crystal Maze? If so, how do you get your dome so shiny, I've even used Mr. Sheen on mine but it always looks like a goat skin rug.

OOZIN' EUGENE'S SCUM OF THE EARTH



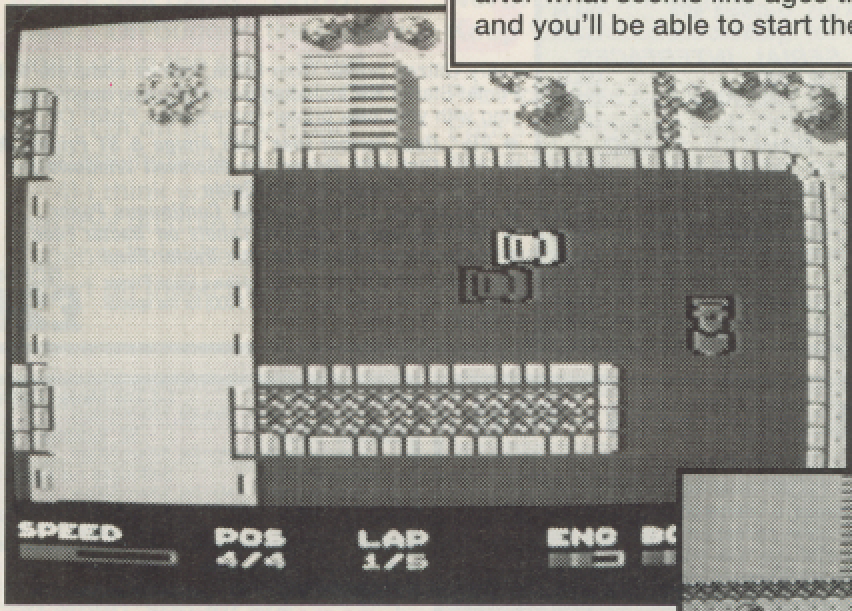
It's that time of month when we get **Oozin' Eugene** out of bed, shake him down and give him a pencil and a piece of paper. So put your hands together for the king of slime time TeeVee...

When people say to me, "Ooze? Why is your complexion so sexy?", I tell them to use new 'Cheese Paste' spot cream, it makes them zits come up real fast. Now on with the show...

SUPER CARS

Paul Milburn 2 - The Milburn Strikes Back, coming to a mag new you soon. In about one paragraph's time to be exact. He who is ever so good at tips supplies us with tonnes for this top-down racer, and gets a tenner for it.

PASSWORDS
Class 2 - HARVEY
Class 3 - ELLA

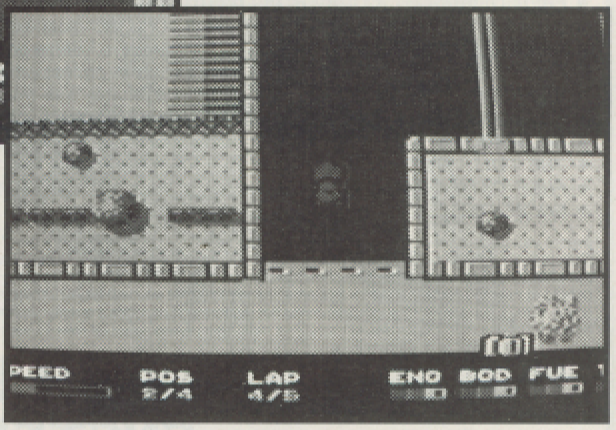


TIPS
Always top up on engine, tyres, fuel and body.

If you have enough cash, try to buy side armour. This will prevent your car's body from being smashed in for a couple of races. Also, try to buy front and rear missiles, 'cause if you hit 2 cars with them you don't have to overtake many more until you're in first position.

Always buy power steering when you buy a very powerful car, if you don't it's like driving a car in ice or snow.

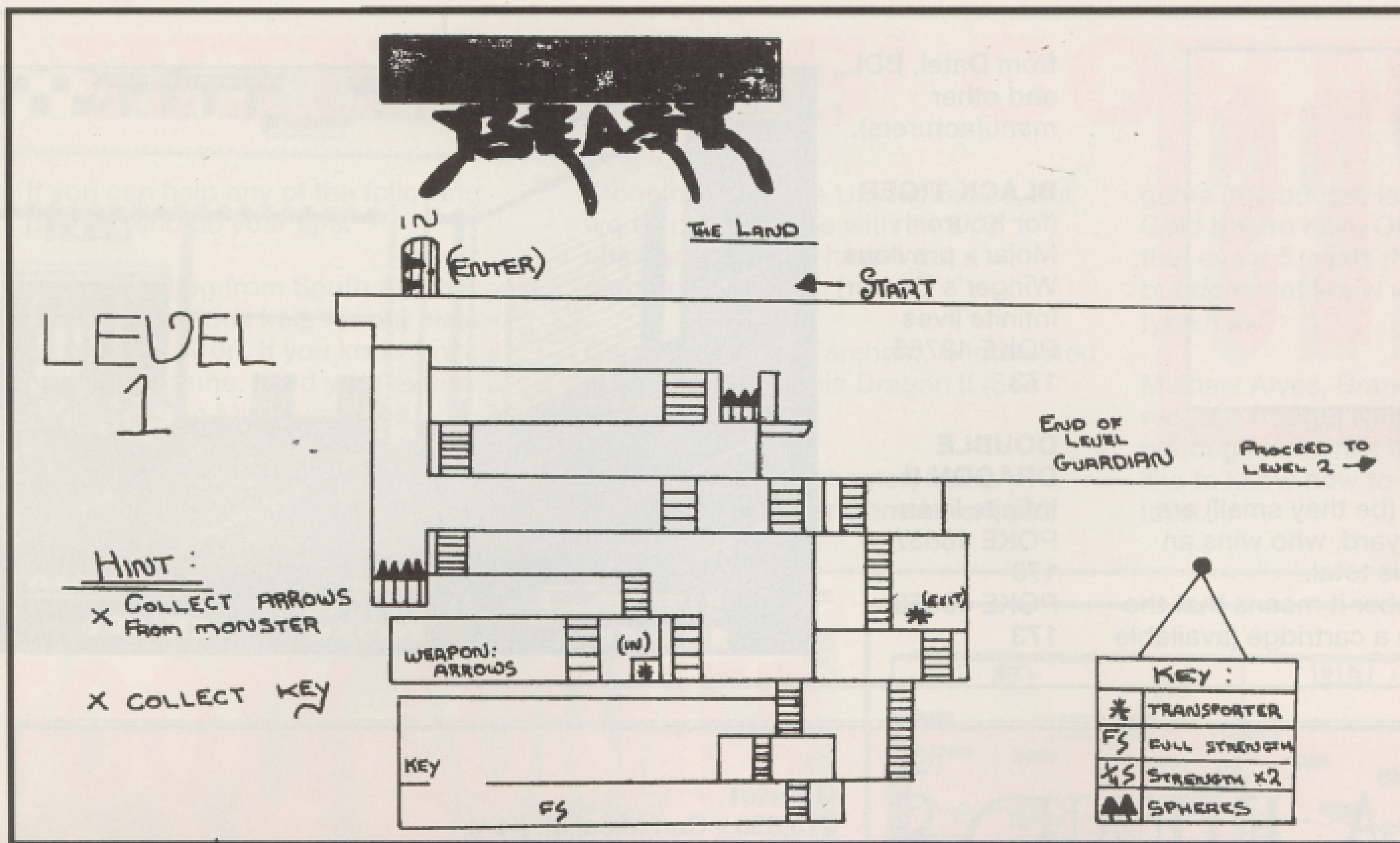
Never buy spin resist, it's completely useless.



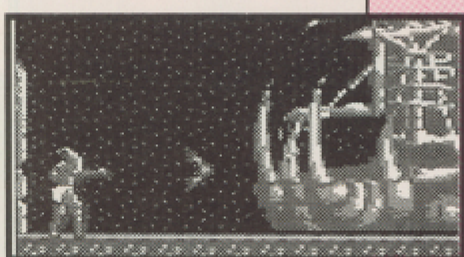
CREATURES

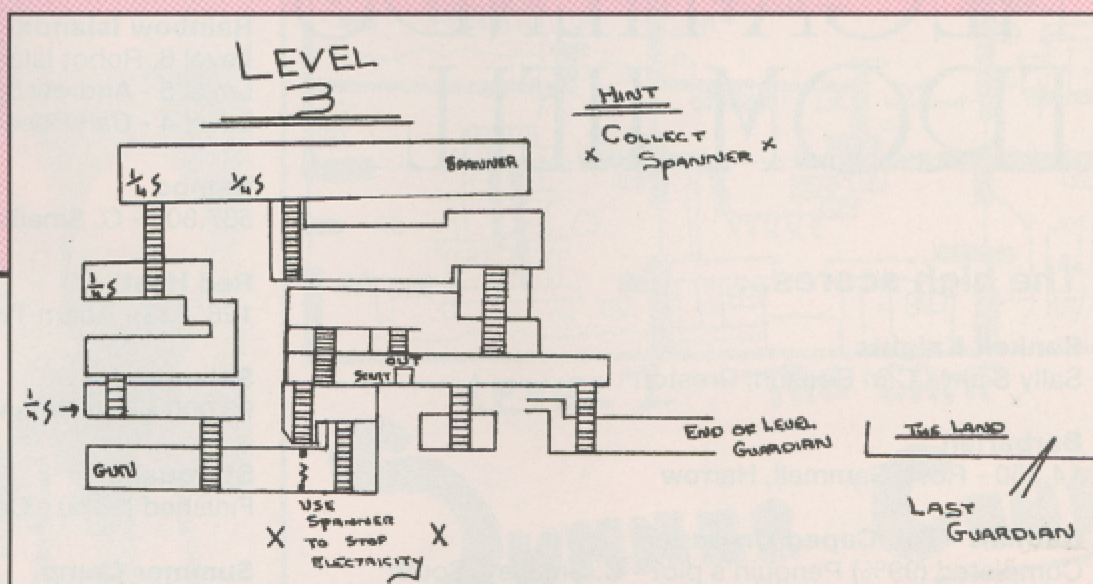
Another cheat for a Thalamus game, this time thanks to Keith Wakley, a fiver winner.

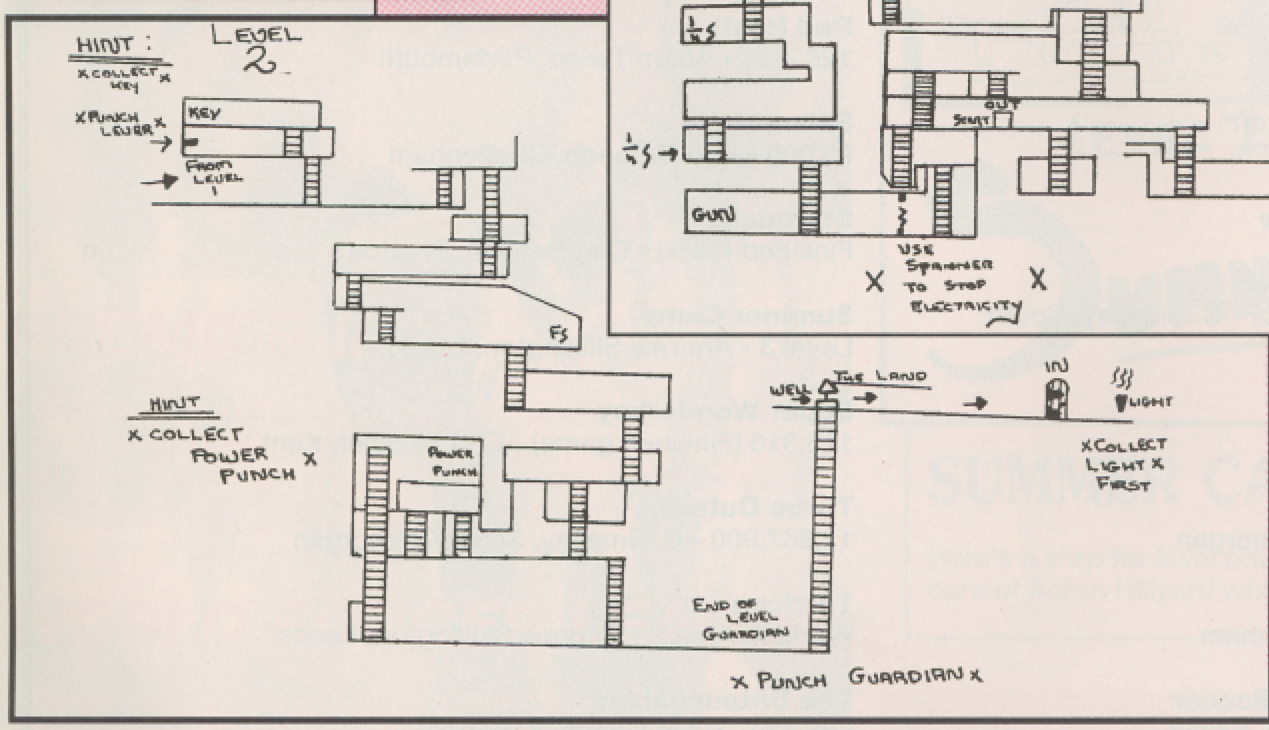
Plug a joystick in port one. Wait until the music at the beginning fades away, then when the fuzzie wuzzies on the highscore table stop dancing, wiggle the joystick from side to side. They will start to jump up and down, and after what seems like ages they'll stop jumping, turn grey, and you'll be able to start the game with infinite lives.



SHADOW OF THE BEAST - THE MAPS







Master mapper Steven Woods, has given us the maps for three levels of this cartridge only game. And we award him fifteen smackeroonies for doing so.

CJ'S ELEPHANT ANTICS

Ben Grainger has been so scummy in order to supply us with a breakdown of all the nasties for levels one and two of this excellent Codies budgie game. A tenner is what he can expect.

Level One - France

Frog: Two hits to kill. Cannot be killed by invincibility.

Snail: Three hits to kill. Not very nice.

Poodles: Snobby, curly things. Two shots to kill.

French policemen: Do sod all. Three shots to kill.

Clouds: Warning! Danger! They fire lightning. When passing over them, drop a bomb.

Level Two - Switzerland

Penguins: Waddle, waddle. Two shots to kill. Can't be killed by invincibility.

Little Girls: Skip, skip. Four shots to kill.

Snowmen: Fire snowballs. Two shots to kill.

Icicles: Avoid! Avoid! Indestructible.

SOFTWARE HOUSE

Paul Milburn also hands this previous YC cover game on a plate, and gets an extra fiver for doing so.

This is what you do to finish the game: You have to get into debt as much as you can, after you've done everything else in order to release a game, but before you exit to the magazine (eg. employ 100 members of staff). Now exit to the mag, after which you'll find that you've lost.

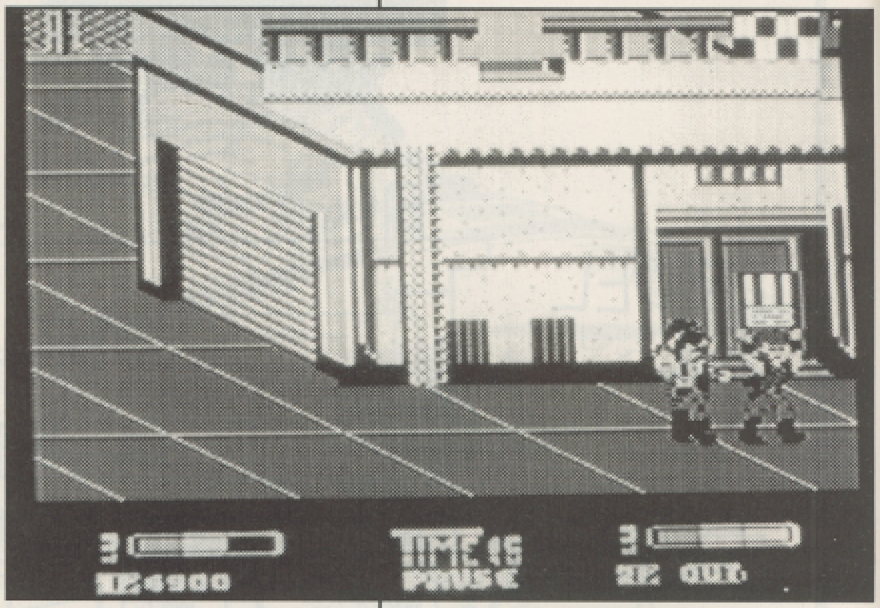
Now play the game again, and exit to the magazine straight away (do not do anything else). If you keep exiting to the mag your income will go right up and you'll have won the game.

POKES

The pokes this month (be they small) are supplied by Aaron Hillyard, who wins an extra two quid on to his total.
If there is no SYS number it means that the pokes are for use with a cartridge (available from Datel, BDL, and other manufacturers).

BLACK TIGER
(for Kourosh Mojar - previous Winger's Corner)
Infinite lives
POKE 48765, 173

DOUBLE DRAGON II
Infinite lives
POKE 46537, 173
POKE 46553, 173



MEGA-FIENDS FROM HELL

The high scores...

Bankok Knights
Sally Siam - Carl Beeson, Preston

Barbarian
14,350 - Ross Gammell, Harrow

Batman - The Caped Crusader
Completed (99%) Penguin's plot - C. Smalley, South Glamorgan

Batman - The Movie
616,420 - Andrew Mein, Falkirk

Beverly Hills Cop
41,922 - C. Smalley, South Glamorgan

Cabal
209,615 - Ben Rotunda, Cheltenham

Emlyn Hughes International Soccer
18-7 (skill 10) - Anthony Phillips, Essex
12-3 (skill 10) - Ben Rotunda, Cheltenham

Ghostbusters
$60,500 - Carl Beeson, Preston
$53,600 - Andrew Mein, Falkirk

IK+
588,000 - Ross Gammell, Harrow

Klax
Wave 17 - Ben Rotunda, Cheltenham

Pipemania
86,070 (level 21) - Ross Gammell, Harrow

Quartet
215,850 - Carl Micallef, Kent

Rainbow Islands
Level 6, Robot Island - Carl Micallef, Kent
Level 5 - Andrew Skillington, Leeds
Level 4 - Carl Beeson, Preston

Rambo
567,300 - C. Smalley, South Glamorgan

Red Heat
126, 833 - Adam Twine, Portsmouth

Salamander
93,000 - Ben Rotunda, Cheltenham

Starquake
Finished (18%) - Carl Beeson, Preston

Summer Camp
Level 3 - Andrew Skillington, Leeds

Super Wonderboy
115,310 (Finished game) - Carl Micallef, Kent

Turbo Outrun
12,867,900 - C. Smalley, South Glamorgan

Turrican
World 4, Area 2 - Andrew Skillington, Leeds

The Untouchables
206,730 - Ross Gammell, Harrow

WEC Le Mans
Completed, 644,630, Best lap time 158.4 - C. Smalley, South Glamorgan

Willow Pattern
Finished (89%) - Carl Beeson, Preston

Wonderboy
284,560 (area 7, round 3) - Carl Micallef, Kent

Yogi's Great Escape
100,700 - Andrew Mein, Falkirk

WINGERS' CORNER

If you can help any of the following please send us your tips.

Johan Dorfling from South Africa would like some serious help for our classic tape game, Kron. If you know anything about this game, send your replies to Paul Rigby on Misadventures.

Steven Benton of Kingsbridge, South Devon, wants cheats for both Stormlord and The Untouchables, but would prefer pokes with an SYS number 'cause he hasn't got a cartridge.

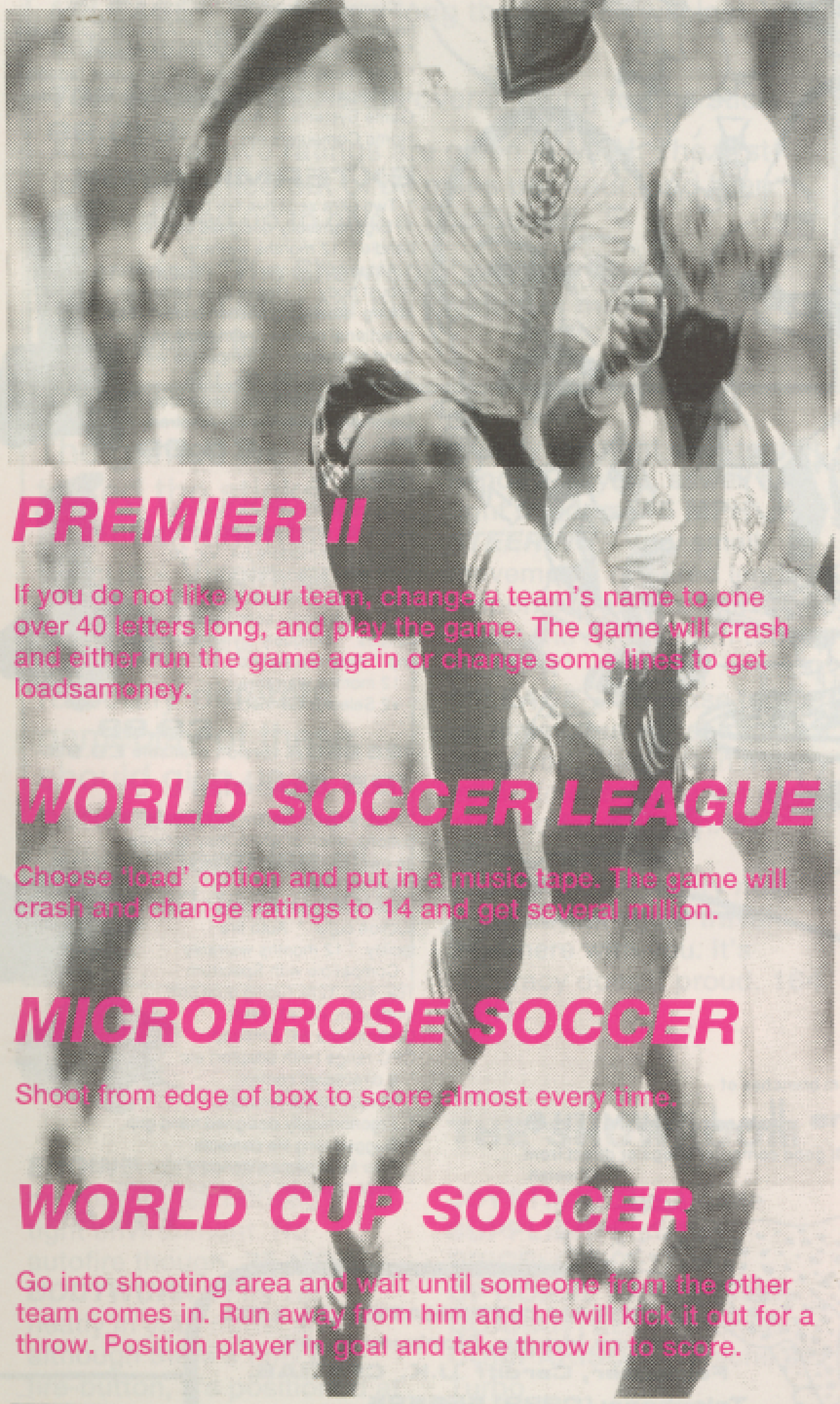
Gareth Meachin, Fareham, is interested in a poke for Double Dragon II (See above).

James Aylott, Colchester, has a problem with the ancient Americana game (the budget label owned by US Gold before Kixx) Ollies Follies. He says that every 5 levels there is a password, but does not know when or where to type it in.

Michael Alves, Brandon, Sussex, has recently bought Ninja Remix, and although he thinks it's brill, he would like to know how to get past the first level.

FOOTY CORNER

This month's Footy Corner is completely supplied by Billy Cunningham, who gains ten quid for the trouble.



PREMIER II

If you do not like your team, change a team's name to one over 40 letters long, and play the game. The game will crash and either run the game again or change some lines to get loadsamoney.

WORLD SOCCER LEAGUE

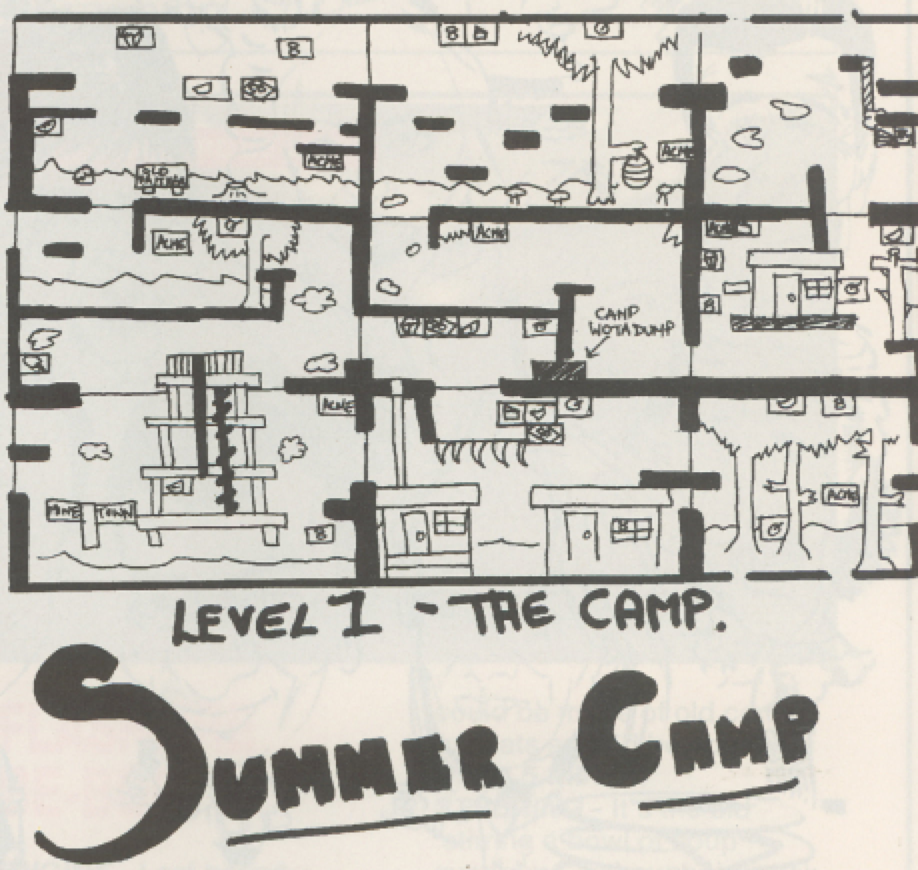
Choose 'load' option and put in a music tape. The game will crash and change ratings to 14 and get several million.

MICROPROSE SOCCER

Shoot from edge of box to score almost every time.

WORLD CUP SOCCER

Go into shooting area and wait until someone from the other team comes in. Run away from him and he will kick it out for a throw. Position player in goal and take throw in to score.



SUMMER CAMP - THE MAP

Here's a map for level one of this classic Thalamus game, care of Aaron Hillyard who wins a tenner for his efforts.

That's your lot, you rabble! If you've got any ideas on how to make this column even better don't hesitate to get in touch with me at the usual address. Hang loose...

Send your cheats, high scores, winges to: **Oozin' Eugene, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Get into the picture *Probably the best joysticks in the world!*



STAR PROBE



* Eight highly sensitive light touch MICROSWITCHES * Unique ergonomically designed control handle. * Built in **AUTO FIRE** * Indestructible METAL SHAFT * +2, +3 Selector Connector * Four fire buttons * 12 month warranty * Automatic Centering * High impact robust body * Heavy duty base with strong stabilising suction cups * Eight directional control * On table or in hand operation * Compatible with ZX Spectrum 16k, 48k, 128k (Interface sold separately) +2, +3, Commodore 64, Vic 20, C64, Plus 4 (adaptor sold separately), Amstrad, Atari, etc.

£14.99

MACH I



* Deluxe, robust construction * Comfortable rugged hand-grip, * 8 directional control with automatic centering * Heavy duty base with strong stabilizing suction cups * Highly sensitive light touch **MICRO SWITCH** fire buttons * Ergonomically designed control handle with indestructible **METAL SHAFT** * Built in **AUTO FIRE** function. Mach 1 Joystick compatible with: * Sinclair ZX Spectrum 16k, 48k, 128k, +3 (interface sold separately). * Amstrad Computers * Commodore 64 and Vic 20 Computers * Commodore C16 & plus 4 Computers (adaptor sold separately) * Atari 2600 & Atari 5200 Video Game Systems * Atari Home Computers etc.

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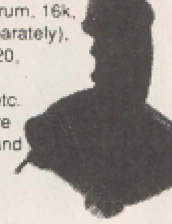
EXTERMINATOR



* Two ultra sensitive fire buttons * Ergonomically designed control handle * 12 months warranty * Automatic centering * High impact robust body * Heavy duty base with strong stabilising suction cups * Eight directional control * On table or in hand operation * Compatible with ZX Spectrum 16k, 48k, 128k, +2, +3 (interface sold separately) Commodore 64, Vic 20, Amstrad, Atari, etc.

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125 +

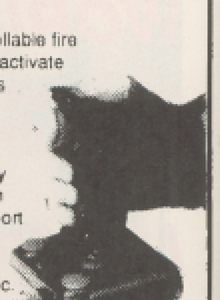


* Compatible with ZX Spectrum, 16k, 48k, 128k (Interface sold separately), +2, +3, Commodore 64, Vic 20, C 16, Plus 4 (adaptor sold separately), Amstrad, Atari, etc. * Four extremely sensitive fire buttons * Uniquely styled hand grip * Auto fire switch * 12 months warranty * +2 Selector Connector

£8.99

125 SEGA version available **£9.99**

125 Special



* Four independantly controllable fire buttons, each of which may activate its own assignable functions
* Centre return
* Extra strong stabilising suction cups * Auto fire facility * 12 months warranty
* Compatible with Spectrum 16k, 48k, 128k (using dual port interface), +2, +3, Atari, Commodore 64, Amstrad, CPC range (with adaptor) etc.
* 8 directional control.
* Unique rotate function.
* Ergonomically designed hand grip.
* Rugged long life contacts.
* Also functions as standard type joystick.
* State computer type when ordering.

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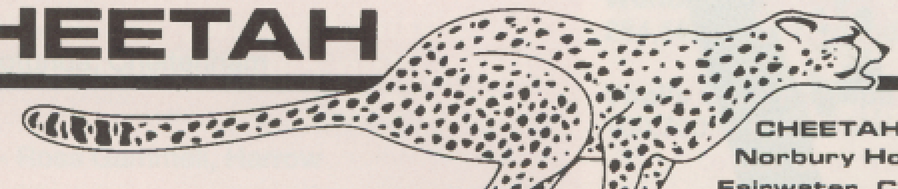
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Wiggle It Too

(What's on the end of your stick Rik?)

It's waggle time in Joystick city once again, as Rik Henderson, the man with the sticks, gets 'em out and gives 'em a good thrashing.

THE SCORING SYSTEM

ENGINE - This is how well the joystick is made inside (ie. does it have microswitches or what?)

BODYWORK - This is how sturdy the joystick is, and how much torture the exterior can take.

STEERING - This is how accurate it is directionally.

MILEAGE - This is how long the joystick will last before conking out.

TOP SPEED - This is the overall rating for the stick.

All of the above ratings are given in MPH. The first four are marked out of 50 miles per hour, and then this is added up to give a Top Speed.

After this in 'The Showroom' we give you an indication of what car the joystick is most comparable to.

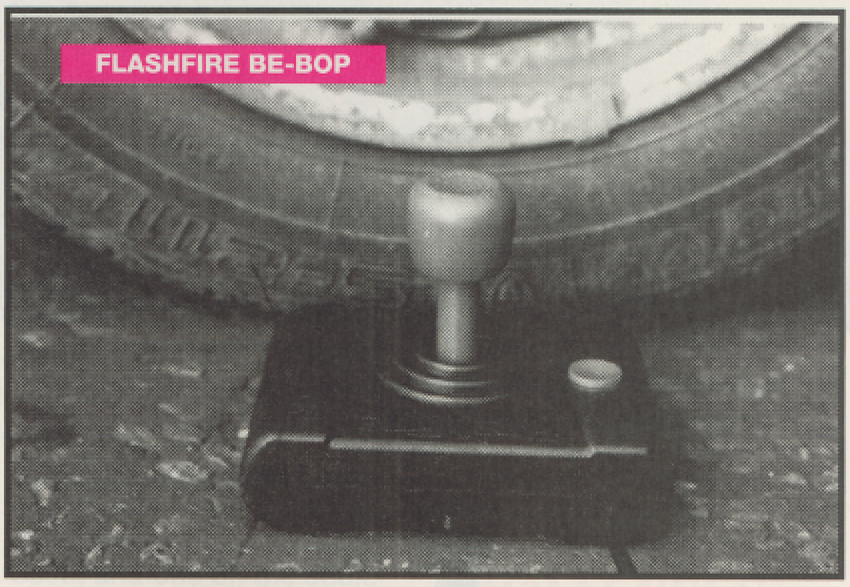
The games we tested the sticks on were Continental Circus - Virgin, and Super Cars - Gremlin. The radically different gameplay of these should give us a general idea of how they perform (an all over road-test if you like).

THE ARCADE

ENGINE - Nice chunky microswitches housed in a tight environment. No autofire though. **35 MPH**
BODYWORK - Fits very neatly in your mitts, and although there's only one fire-button, it's positioned at exactly the right spot for left handed players, aswell as right handers. **45 MPH**
STEERING - Very small movements required leads to responsive action. The shaft is just the right length too. **45 MPH**
MILEAGE - The base feels a bit flimsy, but the shaft has a metal rod. The button may fail in time, and there's no other to fall back on. **39 MPH**
TOP SPEED - A very neat joystick that could travel anywhere with you. It's accuracy does it proud. **164 MPH**

THE SHOWROOM

JOYSTICK: The Arcade
SUPPLIER: Euromax
PRICE: £18.95
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Porsche 911 Turbo



FLASHFIRE BE-BOP

ENGINE - Leaf based joystick which means you don't know (by sound) if you're pointing it in a direction or not. The fire button is microswitched, but again, there's no autofire (essential for today's gaming). **25 MPH.**
BODYWORK - Erm... Er... It's truly crap! It could be made of old cereal packets and I'd be none the wiser. **5 MPH**
STEERING - It's the old 'stirring a bowl of soup' syndrome, although the stick itself has a strangely accurate feel. **29 MPH**
MILEAGE - Unless you keep it in its box it'll probably fall to bits within a month (especially on a game like Super Cars). **10 MPH**
TOP SPEED - Not the poorest joystick in the world but not far behind, and is not really

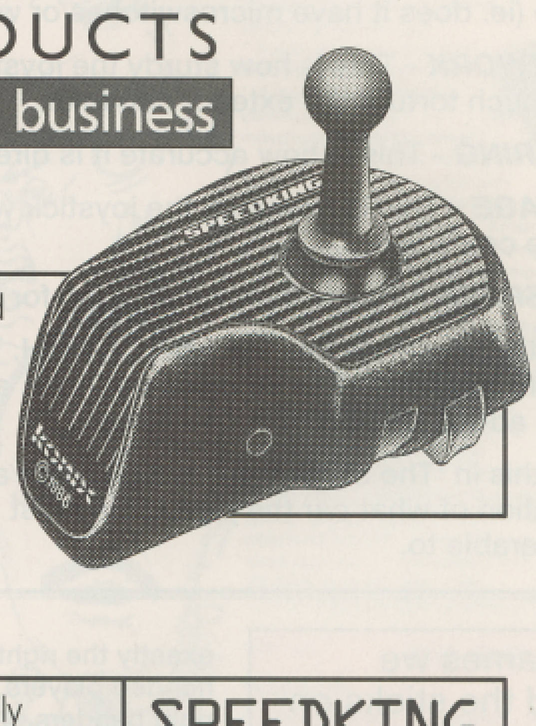


WORLD CLASS HOTSHOTS FROM

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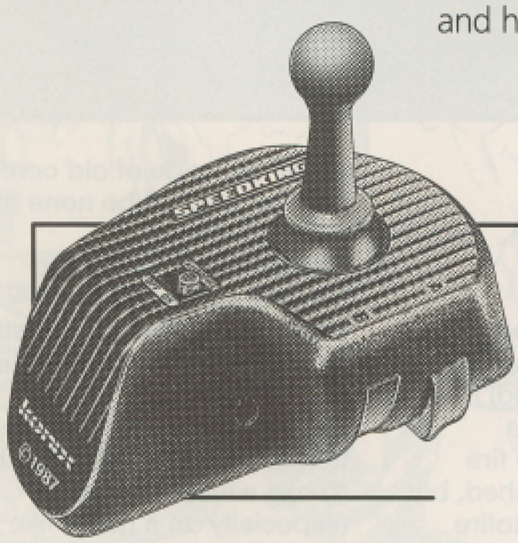
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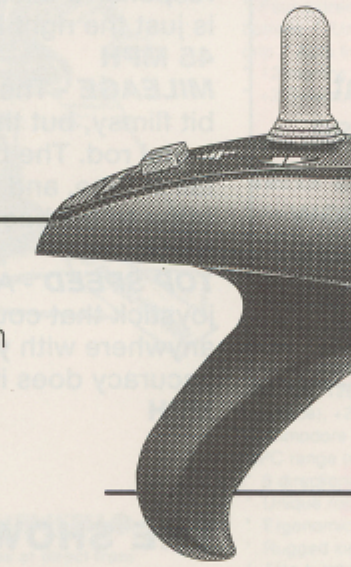
SPEEDKING
formidable firepower in the palm of your hand

Designed for super accurate, high speed action. The fire button is positioned right under your trigger finger and unique micro switches let you feel and hear every move of the stick.



SpeedKing performance plus easily accessible autofire switching for instant and even firepower.

SPEEDKING
with AUTOFIRE



NAVIGATOR
awesome accuracy at your fingertips

Ergonomically designed for perfect grip, the natural trigger finger action gives super fast response with minimum fatigue. Unique microswitch modules give you precision control that you can feel and hear.

UNBEATABLE RELIABILITY

SpeedKings and Navigator are fitted with unbreakable steel shafts and built to even higher specification than before. So you'll probably never need the 12 month guarantee that comes with them.

recommended for those that like to play games with action in them. **69 MPH**

THE SHOWROOM

JOYSTICK: Flashfire Be-Bop
SUPPLIER: Euromax
PRICE: £6.95
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 months
COMPARISON: Second-hand Skoda

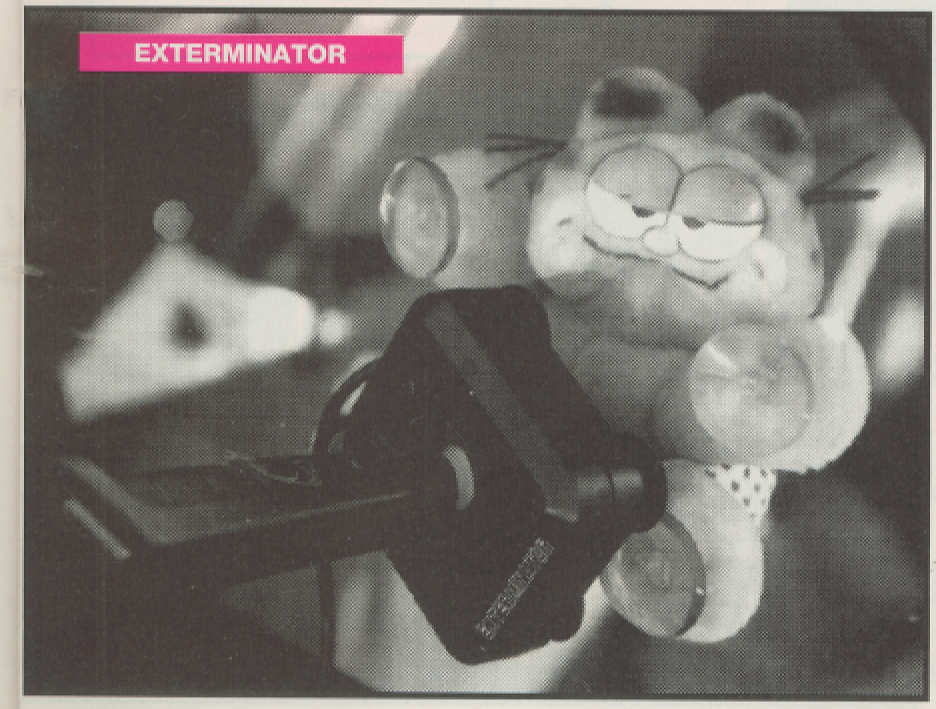

MACH 1

MACH 1

ENGINE - Very solid microswitches, an autofire button that shoots like the clappers (and games today require it) and two excellent microswitched fire buttons on the base (we'll not mention the crap ones on the shaft itself). **46 MPH**
BODYWORK - A bit let down with the cumbersome (and heavy) base. The stick is ergonomically designed to fit in the hand though. **42 MPH.**
STEERING - Very responsive on both games, and it's light to push around. **45 MPH**
MILEAGE - Not too hot. We've had one of these sticks in the office before and it decided to call it a day far too soon (certainly not within a year). **25 MPH**
TOP SPEED - If not for the weakness of it's durability, this'd be THE stick to reckon with. As it is it's fairly average in a sort of skill way. **158 MPH**

THE SHOWROOM

JOYSTICK: Mach 1
SUPPLIER: Cheetah
PRICE: £10.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Saab Turbo

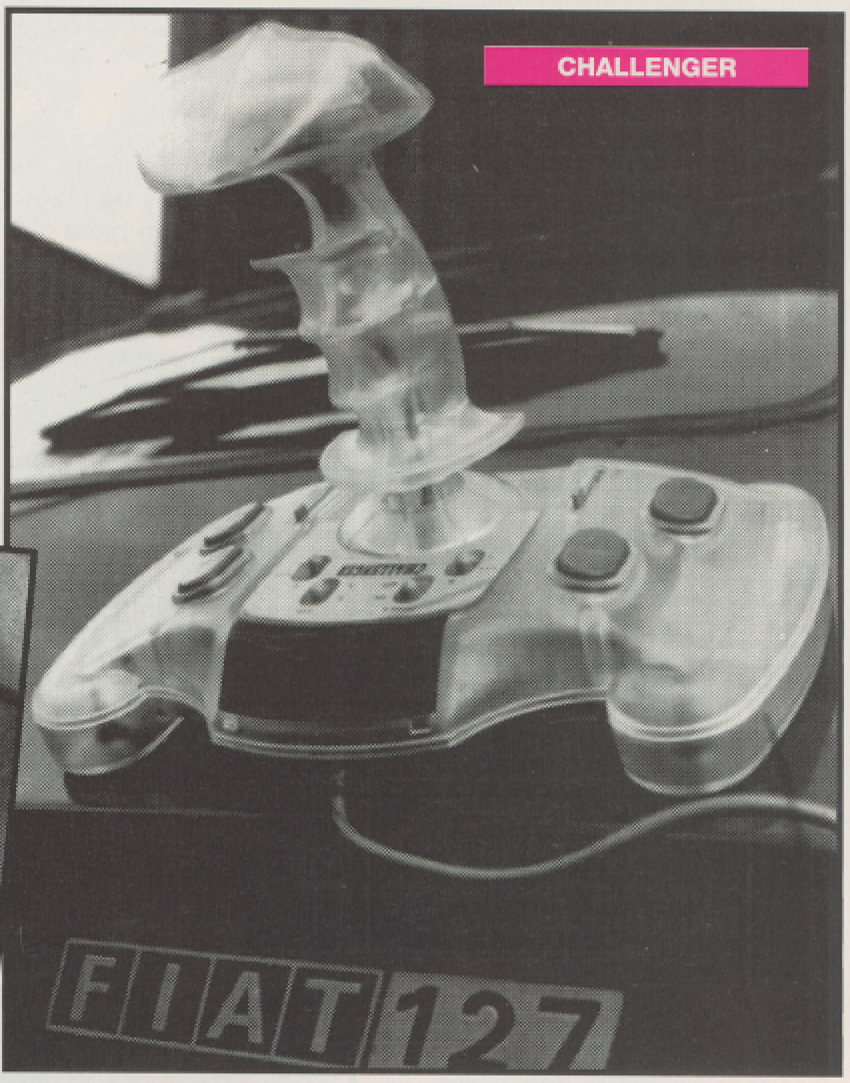

EXTERMINATOR

EXTERMINATOR

ENGINE - Crap really! No autofire. No microswitches. One piddly button on the base, and one on the stick. **28 MPH**
BODYWORK - Nice and neat, and very portable. The stick is fairly nice to handle, although the whole thang feels very plasticky. **37 MPH**
STEERING - Works quite well considering. You don't have to be a spot welder to shift the shaft around and the directions are very tight. **46 MPH**
MILEAGE - With very little stress I could imagine this snapping in two. The shaft itself is a bit on the weak side. **15 MPH**
TOP SPEED - For a cheapy it favours quite nicely. I wouldn't use it as my first choice joystick, more my fifth or sixth. **126 MPH**

THE SHOWROOM

JOYSTICK: Exterminator
SUPPLIER: Cheetah
PRICE: £5.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Vaxhaull Cavalier



CHALLENGER

CHALLENGER

ENGINE - Ooo... A see-through body that reveals more chips than Barnacle Bill's down in Queen's Crescent (Kentish Town). So many options that I had to go home and rest after I'd plowed through them all. And ever so lovely microswitches. **48 MPH**
BODYWORK - Exquisite! The whole thang is shaped like a fighter plane's controls (and is as big too), although it could be construed as a bit phallic. **49 MPH**
STEERING - Perhaps a little too much leeway between directions, but on the whole, very responsive. **43 MPH**
MILEAGE - This is your Sunday Best of joysticks, so you'd probably do better to only use it for those special games. **35 MPH**
TOP SPEED - The most posey joystick ever! If you want to impress your friends wheel this bugger out and see them drool. **175 MPH**

THE SHOWROOM

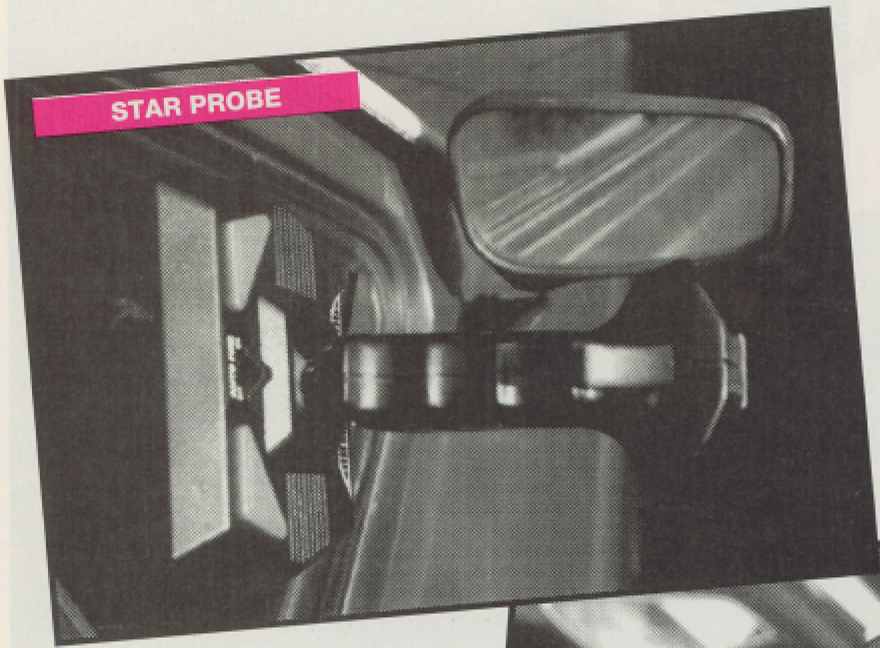
JOYSTICK: Challenger
SUPPLIER: Contriver
PRICE: £25.55 + free T-shirt
OPTIONAL EXTRAS: Infra-red (£35.75)
GUARANTEE: 12 months
COMPARISON: Rolls Royce

125+

ENGINE - Another cheap 'no microswitch' jobby that has an autofire and two base based fire buttons that do give that resounding click when pressed. **38 MPH**
BODYWORK - Very old fashioned, and made out of old Action Men, probably. It's a tad naff if you get my drift. **25 MPH**
STEERING - Fairly tight and accurate. It doesn't slot into those diagonals quite as well as it should. **25 MPH**
MILEAGE - I wouldn't fling it about too often, but it feels a bit more sturdy than most of the Cheetah joysticks. **41 MPH**
TOP SPEED - A good cheapo that'll keep you going for a year at least (until you've saved up to buy a REAL joystick). **129 MPH**

THE SHOWROOM

JOYSTICK: 125+
SUPPLIER: Cheetah
PRICE: £8.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Mini Metro





ZOOMER

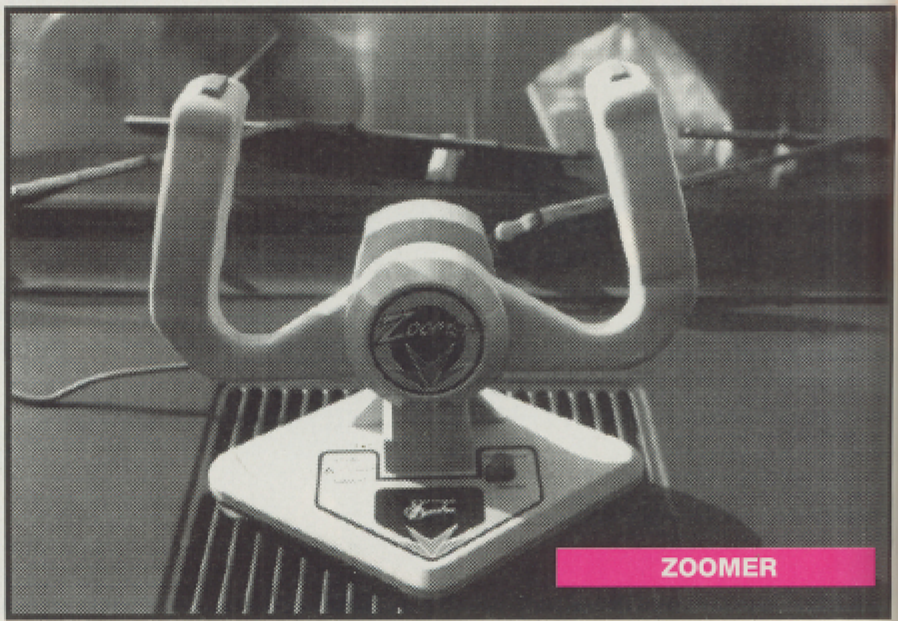
ENGINE - Although this is a huge bugger, when we get down to the nitty gritty it's exactly the same inside and works on the same principals. It has a rather funky autofire that you can set the speed on, but the stem doesn't have microswitches (neither do the fire buttons). **38 MPH**
BODYWORK - Very nicely designed to look and act like a flight yoke controller. **42 MPH**
STEERING - For any game other than a driving sim or a flight sim you really would be better off forgetting that it even exists. **12 MPH**
MILEAGE - Pretty well built, and unless you're a flight sim-o-holic you'd probably not use it often enough to break it. **45 MPH**
TOP SPEED - For the price you'd have to either be very rich, very committed, or very mental to buy it. **137 MPH**

THE SHOWROOM

JOYSTICK: Zoomer
SUPPLIER: Euromax
PRICE: £37.95
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 months
COMPARISON: Volkswagon Polo

So that's it for another year!!! Top on the track this month was definitely the **Contriver Challenger**, a big stonker of a beast. But it still doesn't weigh-up to last month's winner, Bondwell's **Maverick 1**, which is the best joystick you can buy (it's official).

We'd also like to point out that there was a mistake in last month's Wiggle It. In our lead up panel (The Scoring System) we mentioned that Bondwell was the company responsible for the marketing for Logic 3 (makers of the 174 MPH rated Stingray joystick). In fact, it is Spectravideo who is responsible and we'd like to apologise to both companies concerned (Post Apocalypse has already beaten me about the head and other parts with a baseball bat).



STAR PROBE

ENGINE - Again, excellent microswitches all round. The autofire is one of the best ever used too. **49 MPH**
BODYWORK - Looks very aimiable, but the plastic used is very tacky. Very well designed in the ergonomic stakes too. **41 MPH**
STEERING - Tends to need a good yanking about before the directions are found. And it's a fine line between the normal directions and the diagonals. **37 MPH**
MILEAGE - Unfortunately, we've had one of these in the office before too, and it was kaput after a couple of games of R-Type (actually, quite a FEW games of R-Type admittedly). **35 MPH**
TOP SPEED - A nice looking joystick that performs admirably if not for the distance the shaft has to travel between directions, and the plastic that's used for the stick. **162 MPH**

THE SHOWROOM

JOYSTICK: Star Probe
SUPPLIER: Cheetah
PRICE: £14.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Jaguar XJS



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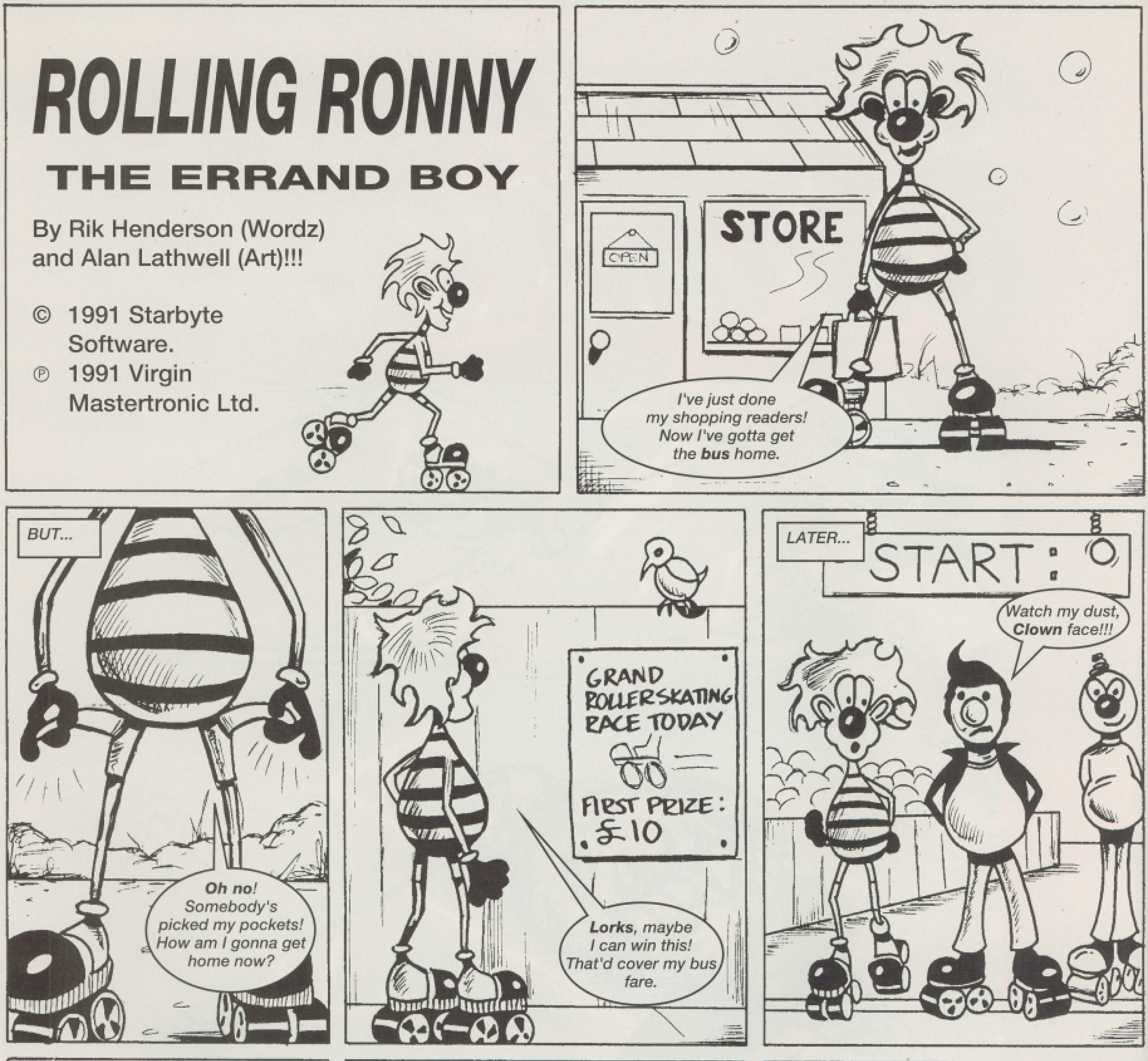


YC
POSTER
EASTERN

COSMIC COMIC 2



CONTENTS:


ROLLING RONNY
THE ERRAND BOY
By Rik Henderson (Wordz) and Alan Lathwell (Art)!!!
© 1991 Starbyte Software.
℗ 1991 Virgin Mastertronic Ltd.
STORE
OPEN
I've just done my shopping readers! Now I've gotta get the **bus** home.
BUT...
Oh no! Somebody's picked my pockets! How am I gonna get home now?
GRAND ROLLERSKATING RACE TODAY
FIRST PRIZE: £10
Lorks, maybe I can win this! That'd cover my bus fare.
LATER...
START : O
Watch my dust, ***Clown*** face!!!
BANG
GO!
1.01
Er... Quite extraordinary!!! ***Rolling Ronny*** seems to have taken an early lead...
...He seems as if he could go all the way...



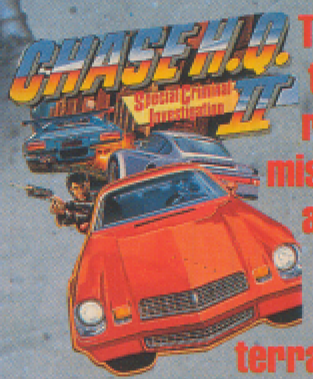
PE ARING ON YOUR C64, AMIGA, ST, PC SCREENS IN SEPTEMBER

GOING OV



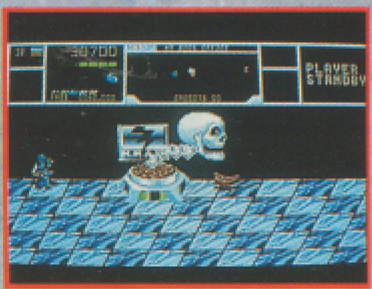


NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S



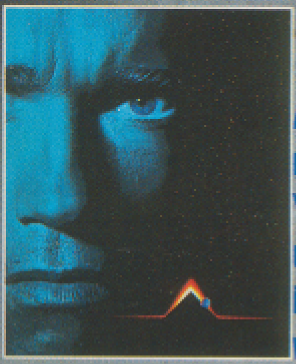


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AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST

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TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

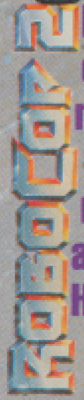
You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.



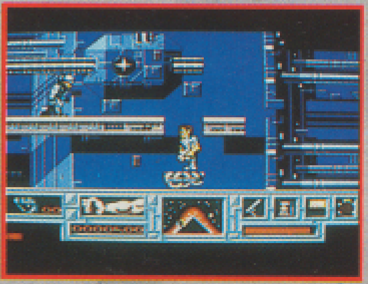
EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!



Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit Is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

SOFTWARE ACTION



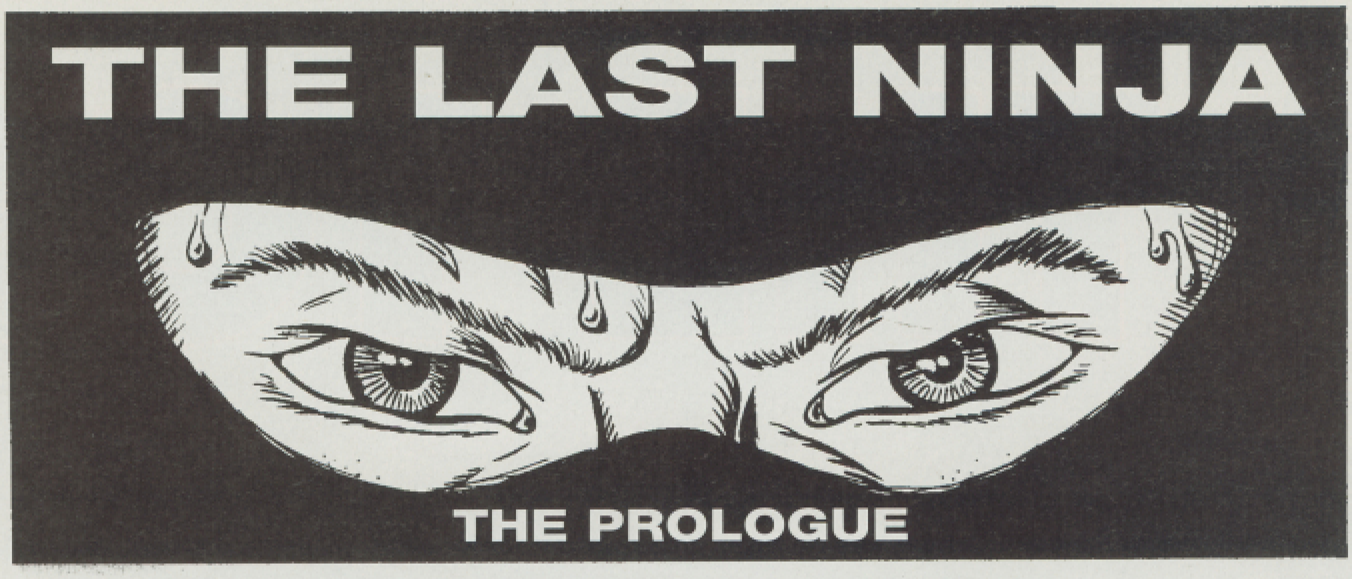


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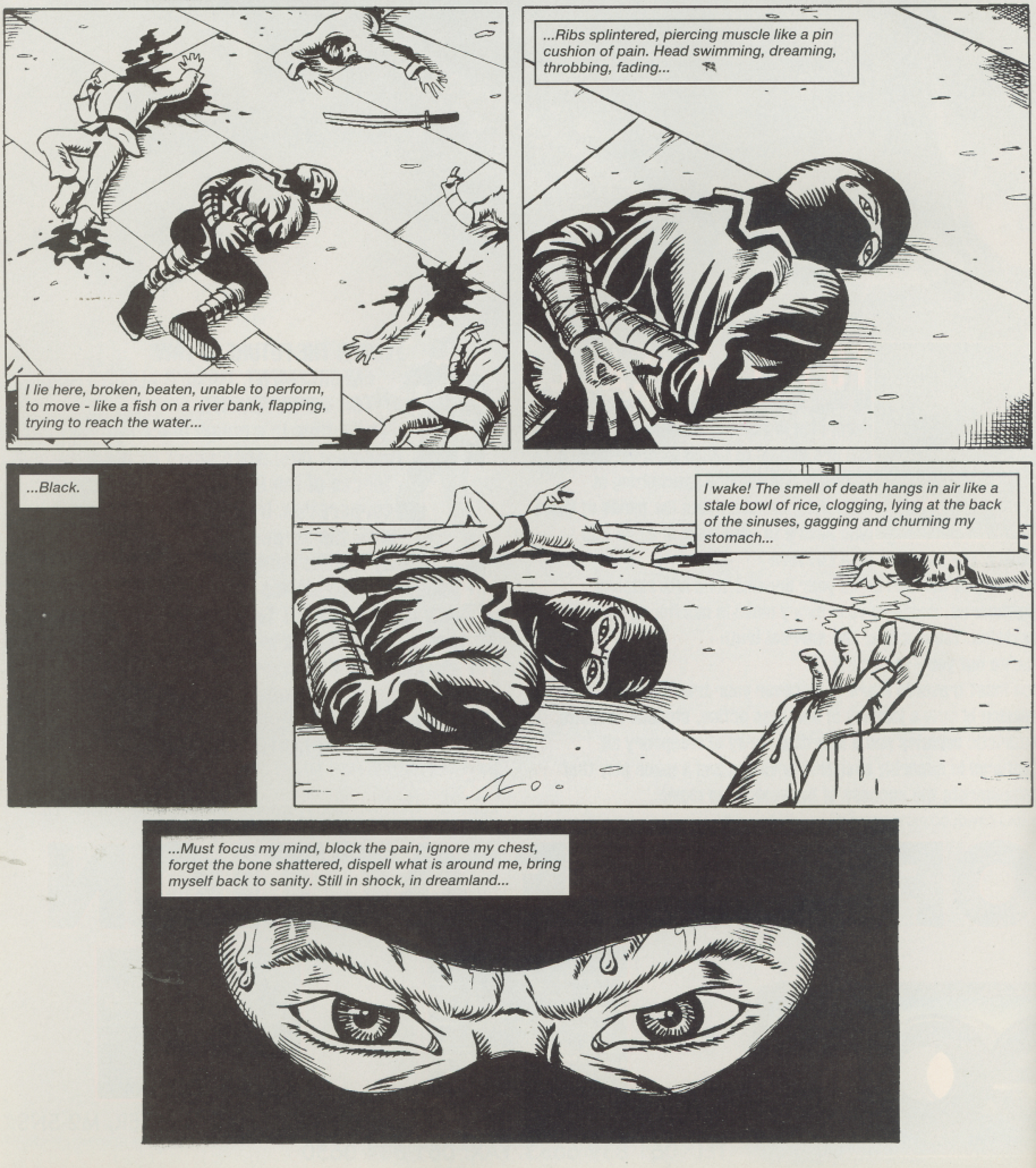
SCRIPT BY: Rik Henderson

ART BY: Alan Lathwell

LETTERED BY: The incredible groovy Mac machine!!!



The Last NInja 3 is available on cartridge, cassette and disk.




...Black.
Armakuni, being Ninja brings much responsibility! You must learn to focus, to block out the world around you... You may go!
Thank you master!!
Donaruki! Donaruki, wait up! The Master has called for you... Hang on! You're not...
THWUMP
...Black.
Definitely dead! I hear Kunitoki killed the old spook himself!
C'mon, let's get out o' here!
...Black.
I lie in this hall, full of death but no rest. I must pull myself together, avenge my fellow students. Find this Kunitoki and release him from his meagre existance...
...My colleagues will find peace. I will free them. I am Armakuni. I am...
...THE LAST NINJA!!!

HAPPY HENDERSON

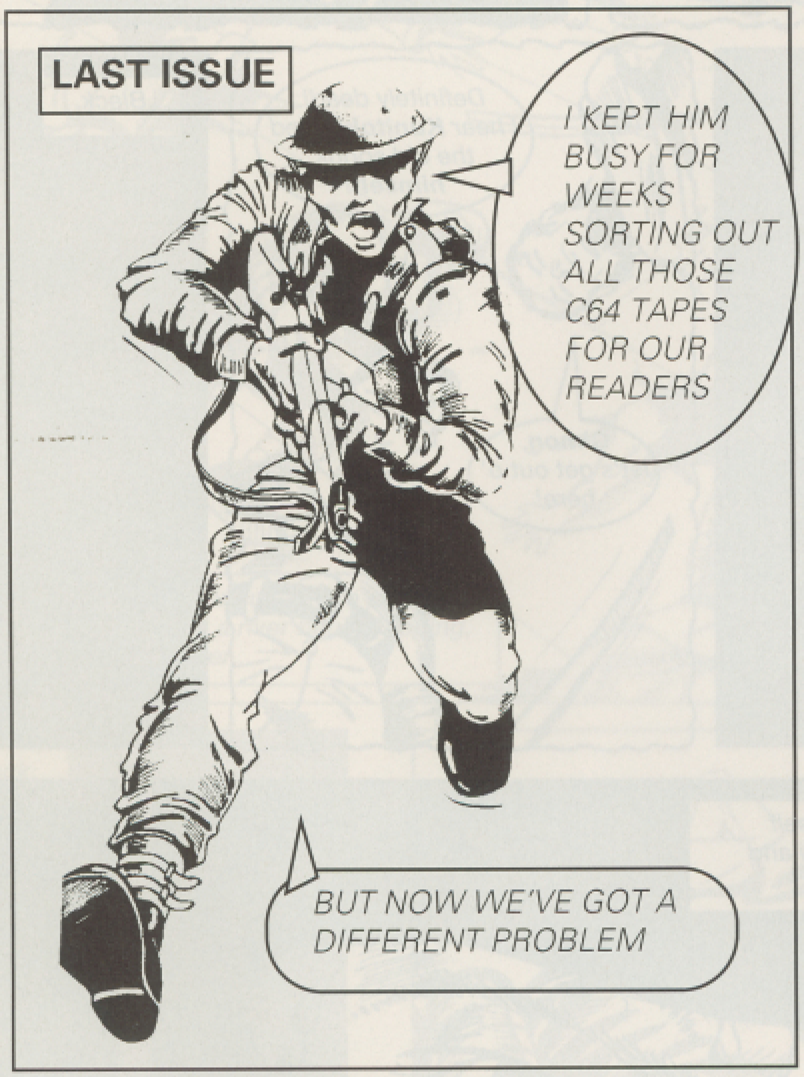
THE JURNO WITH A JINGO

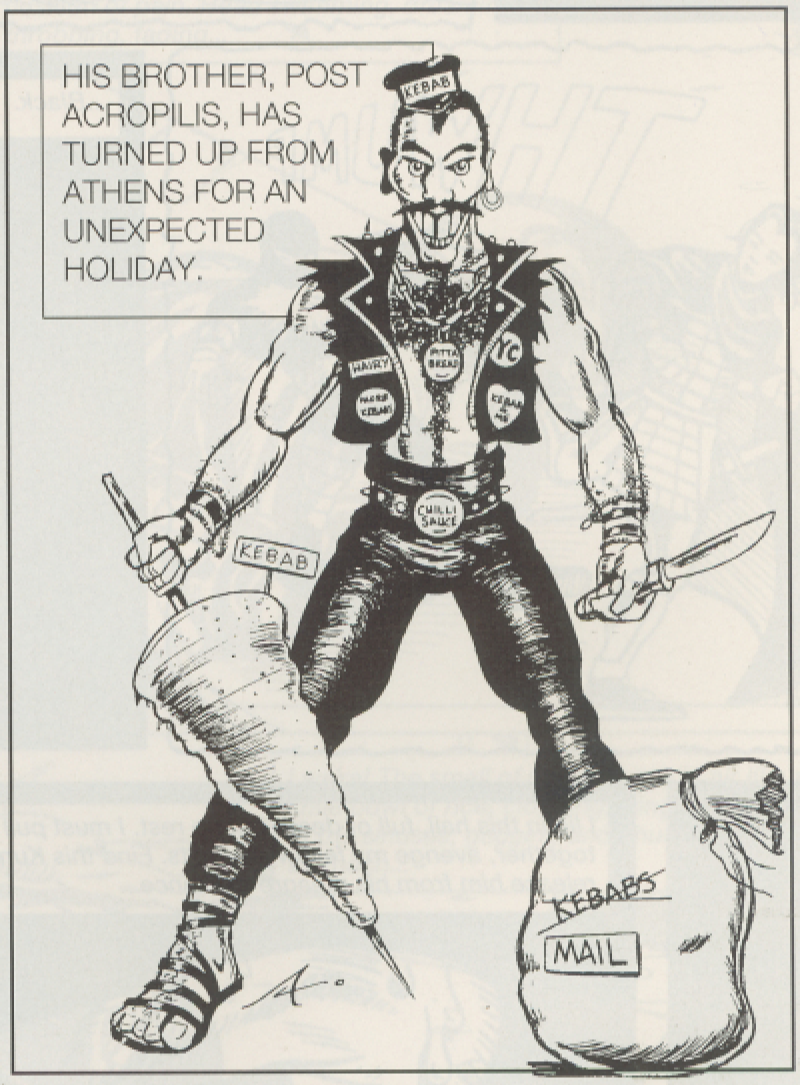
READER OFFER



THE STORY SO FAR . . . .

IN HIS ATTEMPT TO KEEP POST APOCALYPSE OUT OF TROUBLE, HAPPY HENDERSON TOLD OUR POSTY WITH THE MOSTY TO GET HIS BUTT DOWN INTO THE MAIL ROOM SHARPISH. WHAT POSTY DIDN'T KNOW WAS THAT RIK, OUR JURNO WITH A JINGO, HAD BREWED UP SOME PRETTY SPICEY READER OFFERS.





SO TO KEEP THEM BOTH BUSY WE'VE DREAMED UP A NEW READERS CASSETTE OFFER. YOU CAN STILL SEND OFF FOR OUR FIRST OFFER OF TWO CASSETTES WHICH INCLUDE FLIMBO'S QUEST (DEMO), FINDERS KEEPERS, KENTILLA, MICRODOT, SPOTS AND RAINBOW CHASER + + +, OR YOU CAN NOW OBTAIN TWO OTHER CASSETTES THAT YOU MAY HAVE MISSED WHICH INCLUDE TURRICAN II DEMO, QUAD, RUNAWAY, BAZAIR, DOMINOES, LIBERTE AND TIME MACHINE DEMO FROM ACTIVISION. SIMPLY SEND A CHEQUE OR POSTAL ORDER FOR **£3** MADE PAYABLE TO **ALPHAVITE PUBLICATIONS LTD.**, ADDRESSED TO **20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 3HF** AND WE'LL DO THE REST.

PLEASE SEND ME 2 CASSETTES OF GAMES.

FIRST OFFER ☐

SECOND OFFER ☐

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ALPHAVITE PUBLICATIONS LTD.
OR DEBIT MY ACCESS/VISA NUMBER

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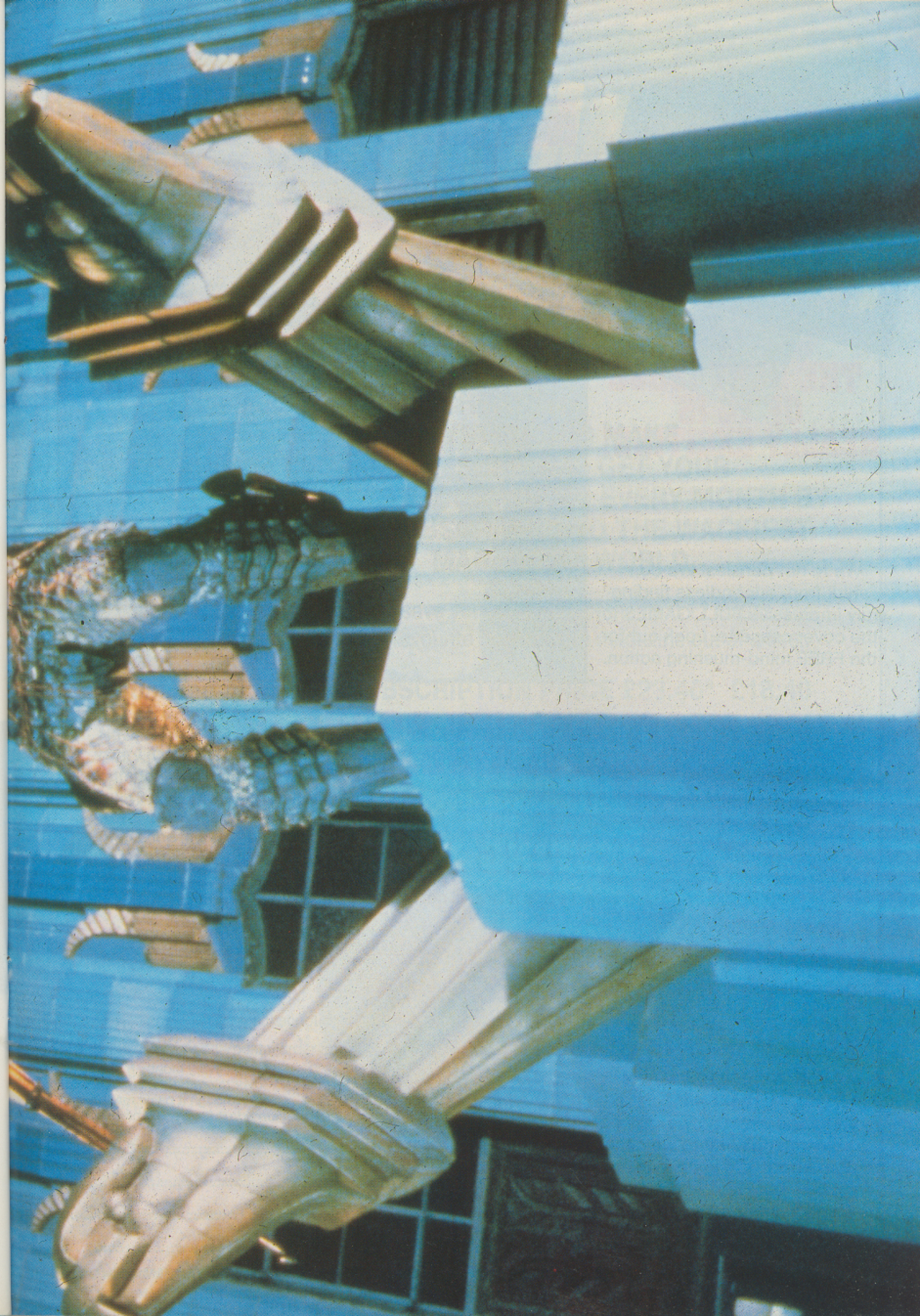
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ADDRESS...

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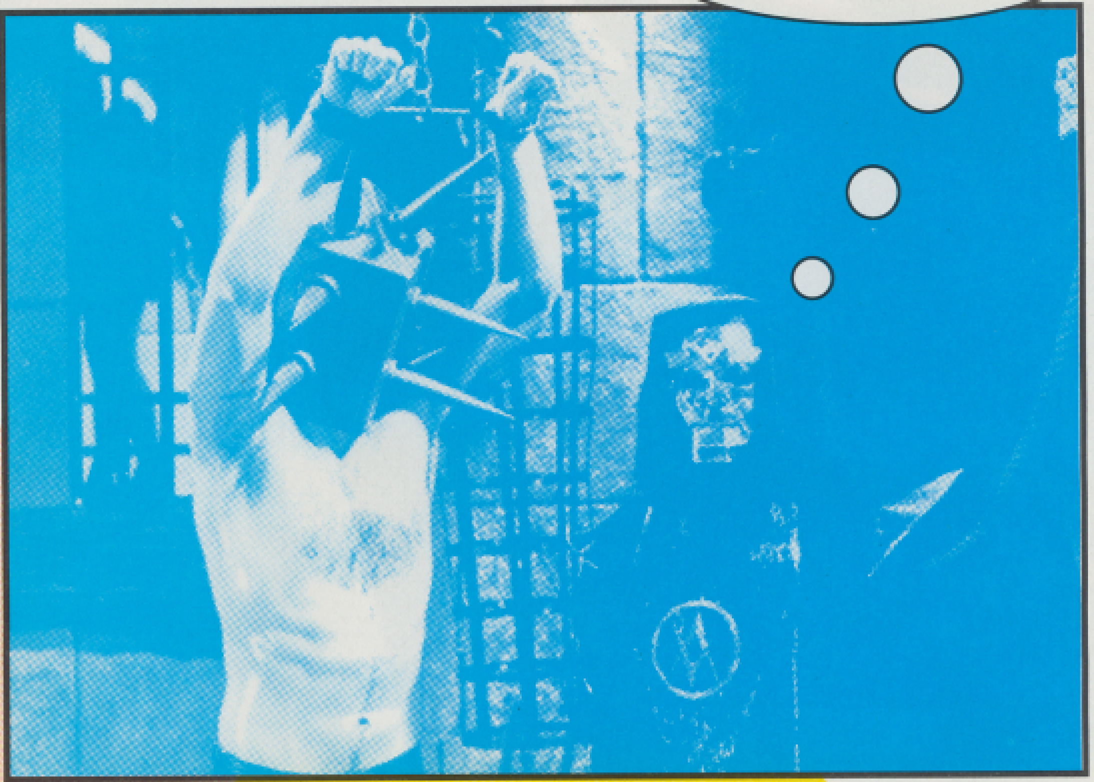
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IN THE ONLY COMMIE 64 MAG WORTH SPENDING YOUR DOSH ON



THE NEXT ISSUE OF YC IS REALLY EXCITING!

AN EXCITING NEW TAPE

We're not pansies! We don't shirk from our endless finding truly impressive FULL GAMES for the cover cassette. Look out for the FREE mind-mushing action.

AN EXCITING NEW ROUND OF OUR COMPUTER BOFFO QUIZ

Who's up for humiliation next ish? It's the YC staff, who'll be racking their brains over ten more trivial questions (Surely "trivia questions"?! - Ed).

AN EXCITING NEW EDITOR

Stepping into Rik's Size 12's is a brand new Big Ed. And then some.

YC JUNE '91 -

So out of this world, you have to wear a Space Suit to read it!

OUT MAY 24

People often come up to us in the street and say "No thank you, we don't want any insurance" which is very strange because we edit YC. Sometimes they also complain that we change the content about. We just smile and say: "Well, that's the sort of people we are." and wander off to put even better articles in the next ish.

Please mister newsagent, reserve a copy of YC for me every month. In return I'll hand over my rather crucial pocket money although it pains me to do so, and I wouldn't do it for any old crappy magazine.

MY NAME ....

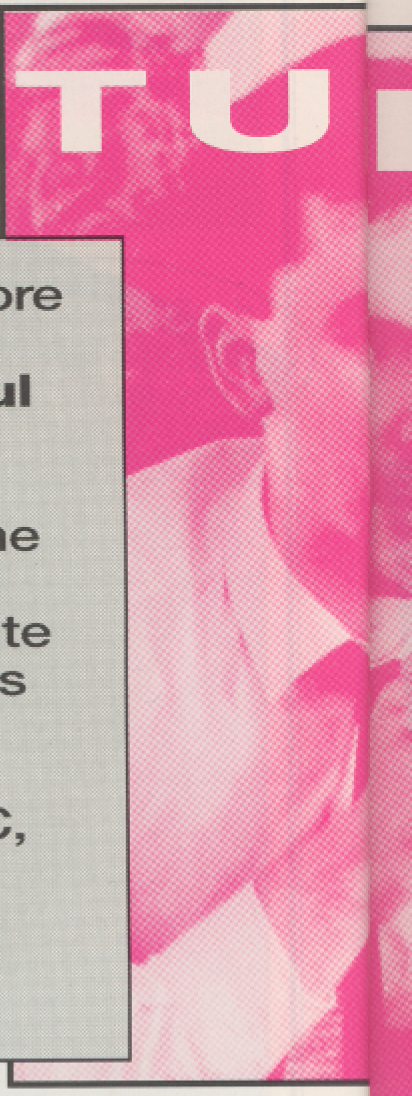
MY ADDRESS ....

....

....

Give this to your local paper shop before it blows away!

MISADVENTU



There's nothing more frightening than a fully luminated Paul Rigby, and that's what we get this month thanks to the Magic Candle . . .

If you wish to write to Riggers, address your letters to: Paul Rigby, Misadventures, YC, 20 Potters Lane, Milton Keynes, MK11 3HF.

Amateur birdwatchers may have been keen-eyed enough to notice a strange occurrence in last month's hint section. A hint for a game I have never reviewed! A cock-up or an incredible hints and tips service with forward planning? Erm...next question.

I wonder if I've started a trend? Hints before the review appears, hmmm. For the confused who did notice the hint feel free to peruse the full review of this cracking RPG below. At the moment it is on import only. However, several flocks of Canada Geese have informed me, after two packets of bird seed and four loaves of Mother's Pride were exchanged during heated negotiations, that Mindscape have an eye on a European deal. Soooo, if you can hop from one foot to t'other for a bit you may find The Magic Candle at a reasonable price in the near future. For the impatient I recommend getting in touch with Computer Adventure World and buying the import version post haste, if not sooner.

REVIEW

THE MAGIC CANDLE
MINDCRAFT
C64 – £35.00
CONTACT – COMPUTER ADVENTURE WORLD, 318 KENSINGTON, LIVERPOOL, L7 0EY. TEL: 051 263 6306

Arriving on two disks plus a well produced, 60-page manual, The Magic Candle looks a little like an Ultima mutation (graphically). Set in the world of Deruvia The Magic Candle holds captive the evil Dreax. Disaster seems inevitable now as the guardians of the candle have disappeared and the candle is burning down. When it disappears Dreax is free to do a bit of the ol'maiming and killing. Your team must save Deruvia.

The Magic Candle (TMC) may look pretty iffy, graphically, by today's standards but the main attractions lie within the design. For example, the boring method of hack'n slash is kept down to a bare minimum as the game concentrates upon puzzles, plot and role-playing which is what the RPGs are all about, after all. Also, you will find a limit to the numbers of monsters. They are only re-generated when a "new patrol" enters the area - about every three game months. However, dungeons have a fixed number of monsters. Once they're dead there's no more.

In addition characters are ready-made. There is no character creation, from scratch, routines here because, say Mindcraft, a bunch of numbers do not give "character" or personality.

A major feature is the option of splitting your party into several pieces. So when you enter town you can send a couple of your team off to work for some cash, others to train in different types of warfare, others may wish to hit the tavern to collect info and so on.

Splitting the party is mostly done inside the town. However, you can leave a character behind (out of your party of six) because combat can still be successful with five characters. The chap left in town could be learning spells or working for someone. This is an ideal method of earning money, for the party. So when the party returns you've got a bunch of cash you can use, from your character's earnings (through skills such as a tailor or gemcutter). In addition, though, there is one part late in the game where you will need to split your party into three pieces in order to solve a puzzle.



When you enter the combat routine you will see another good design aspect of TMC - the enemy intelligence varies (they each have an intelligence rating) but when you do meet intelligent opposition they use specific tactics. They appear to realise who your weakest people are, single out your wizards as a priority kill, etc.,

There is a good use of stats such as individual weapon skills: bow, skill, sword skill, etc. Magic can only be learnt from books and the included spells only learnt from uninterrupted periods of concentration. Once a spell has been cast it has to be re-learnt. Good, this prevents the magic users dominating the game.

Mega-powerful weapons are few and far between in TMC. There are enhanced weapons but you will never find a powerful weapon randomly. There is



one powerful item but only the hero can carry it and it is limited. I find it is no big deal to not have them. Such items can result in an unbalanced game.

One or two of these features (there are many more that I've not had a chance to mention) may have been seen in other games but you won't have seen them all in one release, and certainly not as well integrated.

TMC does have its faults, though. Combat can drag on a bit and the nifty splitting of the party could have been better implemented (I believe this feature will be improved for the sequel) However, the faults are not glaring and do not interfere with the game's enjoyment. Probably the high point to TMC is the end sequence which is one of most satisfying end-games seen in any RPG so far. It is nice to see a game designed with a bit of thought, care and attention. Buy it and then brace yourself for the sequel.

OVERALL - 90%

IT'S WICK-ED!

So who are Mindcraft? Ali Atabek, "Mindcraft started about two years ago, there were three of us at the time. Myself, Ugur Atabek (my wife) and James Thomas. We have developed one title before The Magic Candle [TMC - from now on] developed for SSI called Rings of Zilfin. It wasn't terribly successful. But successful enough to encourage us to try again."

I asked Ali where the idea for TMC actually originated,

"Oh, that's obscured by time, it's now been four years. Some of it is in the Rings of Zilfin. Anyone who has played Zilfin will recognise certain features that were present in both. Such as the mushrooms. There were many things I would have liked to changed in Zilfin, but couldn't because the design was locked at that time. So when I had a chance to start all over we had Magic Candle."

TMC viewpoint is the classic "Ultima" type look-down. Why choose that viewpoint and not The Bard's Tale first-person viewpoint?,

"That was a personal preference on my part. I've always enjoyed Ultima more than Bard's. Speaking of "influences", I'm sure the influence of Ultima is there. That cannot be helped because Ultima is the classic, they did it first."

One of the main reasons for the Ultima viewpoint is that Ali always gets lost in the Bard's Tale-type games! I can sympathise! Ali added,

"I find it painful. You have to map. I know that, nowadays they are coming out with automapping but even that doesn't seem to help. I always found it more enjoyable when I played the top-view games."

A refreshing aspect of TMC is that magic users are actually allowed to wear armour and carry substantial weapons. A real change from the normal game which has your wizard clad in a drafty cloak and a wimpish dagger to protect him when he's run out of spell points, or whatever. Why was that decision taken, was it sympathy for magic-users?,

"[Laughing] In a way, I guess. If a wizard is willing to wear armour, why shouldn't he be able to? If they run out of spells what are they going to do? Wait to be zapped or cut down? Why can't they start swinging something? Clearly, they're not going to be good at it, their skill is well limited. But at least they'll have a fighting chance."

As Ali has mentioned above, their old game "Rings of Zilfin" included mushrooms, plants and herbs which gave beneficial effects. A similar feature is included in TMC (I must emphasise, at this point, that TMC is not a Zilfin clone, it is vastly different). So why mushrooms?

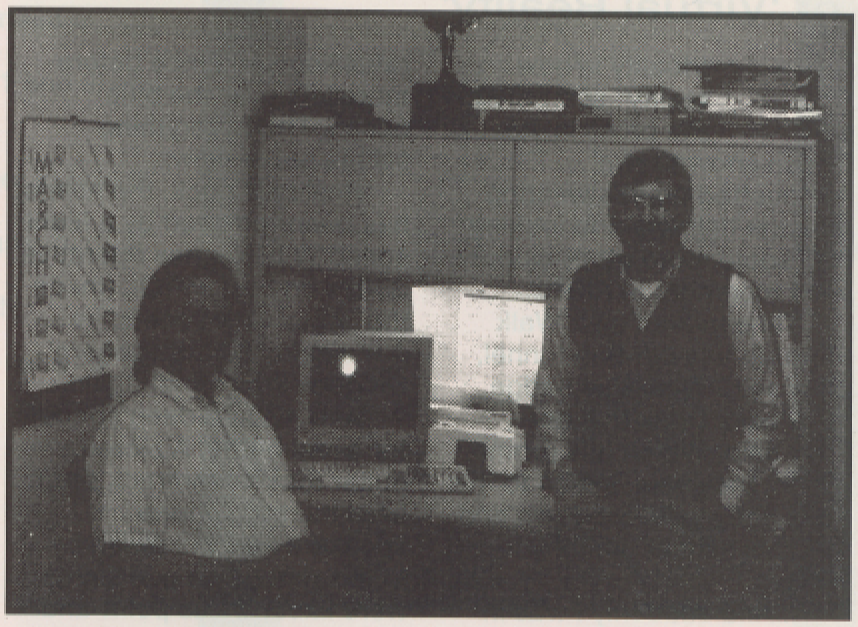
"This is very embarrassing. Many people ask me that question. I think people expect me to say that they're related to drugs or something. It's not true. I don't know, I had to think of something and that just popped [ahem - Paul] into my mind. There's no big reason behind it. I certainly have no desire that they be related to drugs or anything like that."

Right, follow me down into the dungeons. Dark isn't it? Notice something, besides the rats, that is? Hmmm? Yes, that's right, where's the automapping?,

"We did provide one mechanism which gives you an overall map of the dungeon. But you have to solve a puzzle first."

One minor criticism I had, in the town, was that I could have done with more signs to tell me where things were situated. Ali's response to my request?,

"Everybody's asking for it and you got it! It's going to be there in the sequel (see elsewhere). It was too late to put it in TMC by the time we realised."



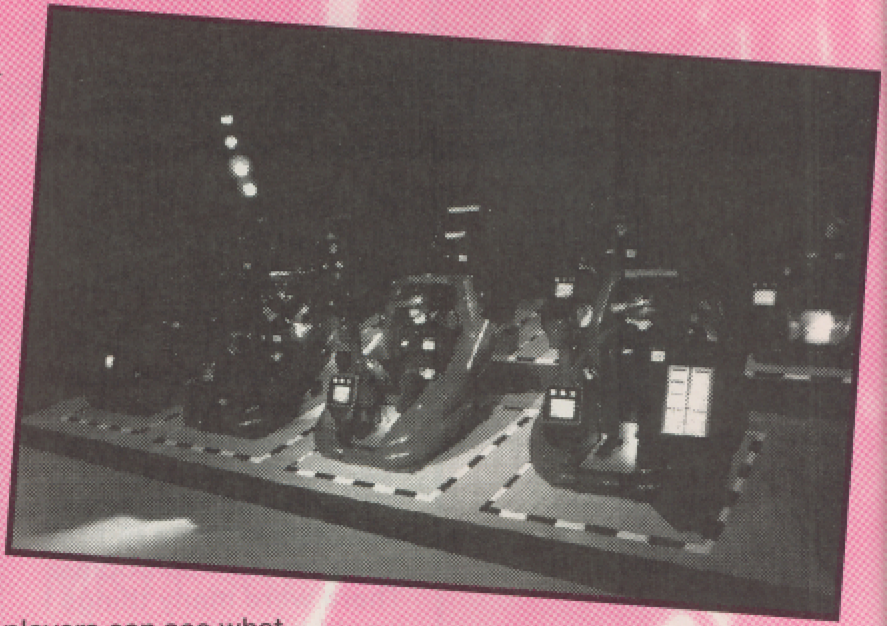
MC2 - EXCLUSIVE!

In Magic Candle 2, you will travel into the lands of the enemy. The plot surrounds the missing guardians mentioned in the review, who you will have to rescue. The title of the game will be called "The Magic Candle 2 - The Four and Forty". The latter being the guardians. Graphics will be much improved as Mindcraft have a new artist.

A very interesting ability, in the sequel, is the option to have a detailed conversation with your party. You will be able to hear advice from your party. For example, if you are in a particular location, one of your party may have actually been there before so he can give you a few tips about possible enemies or traps.

VIRTUAL REALITY WORLD PRESS ~~LUNCH~~ LAUNCH

Imagine experiencing an artificial world within a world. Jeff Davy thought this needed five cans of Crucial Brew until he was enticed to Wemb-er-ley (Conference Centre) to witness the world launch of 'Virtual Reality'.



"Virtuality is now reality" screamed the press invite which showed two silhouetted figures wearing strange helmets and looking like some more other-worldly cast members of Aliens.

Time moved on... Walk through this bin-bag tunnel, they said. Wear this badge, they said. Drink this beer, they said. Watch this promo video, they said. Listen to this man, they said. Sit down and put this helmet on, they said...

...And suddenly I was in the cockpit of a harrier. Well, a computer-generated harrier anyhow. A vertical take-off, the ground slipping away beneath me and a roar of jets from behind. I moved my head, looking up and around, and spotted five bandits passing, to swoop in front of my plane - and in front of my sights... a burst of machine gun fire finishes off one or two of them. A click on the second joystick and a missile speeds off to destroy another plane. And a refuelling sequence before more jets over the blue ocean. Then everything swims out of view...

Reality is back, the helmet has been removed by a flight-suited W Industries operative. So it's on from V-TOL (that's the name of the game, as Abba said) to Battlesphere. On goes the helmet again...

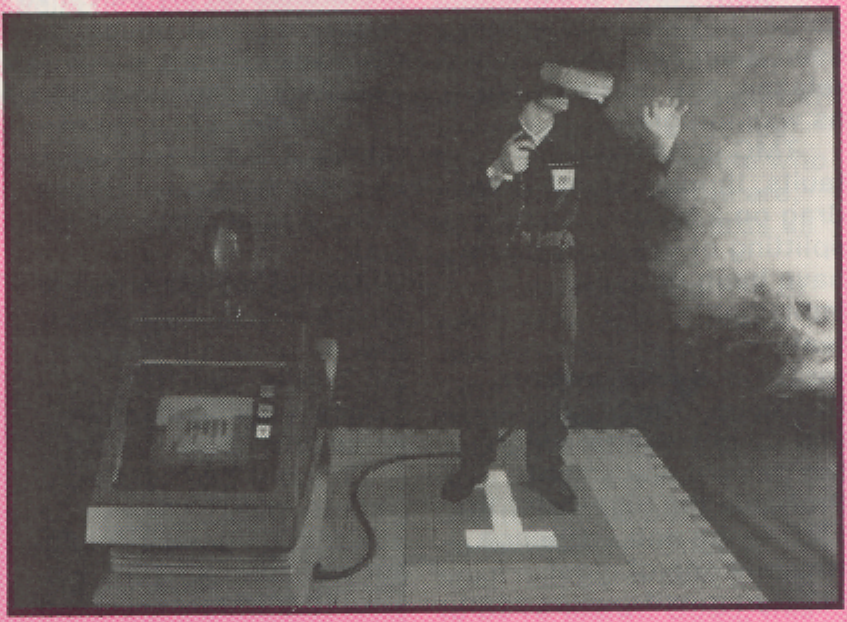
And it's into deep space for a real battle. A stereo guitar rock soundtrack sears from the headphone speakers as stars swish by. In this game, the gun sights were fixed, a true point-and-fire HUD, and laser death was amply forthcoming. Star fighters soared into view and were blasted to space-debris. What a game, wow, yeah...

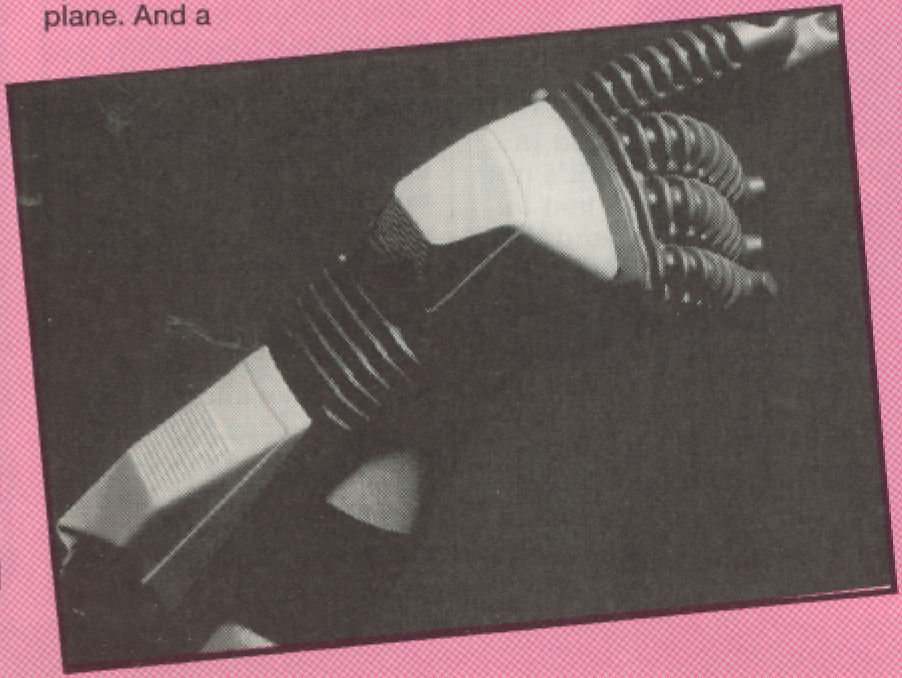
And back again to reality. An opportunity, perhaps, to talk about the hardware involved.

For the sit-down leisure 'Virtuality' game, players sit (as you would expect!) in a huge moulded plastic seat (which has a screen set into it so other players can see what you're seeing). They grasp a joystick in each hand and have the special 'Visette' helmet placed on their head. This looks like a welding helmet with a cross between a small car bumper and some cool strip-shades fused to the front.

The difference between all this and a normal arcade game comes with the view you get. As you move your head, so what you can see changes appropriately. If you move your head around to the right, your view follows and the same with left, up and down, even diagonals. It's different and really quite good!

The 'Virtuality' system has an interesting companion in its stand-up counterpart, which won't be available in arcades. Using a different unit, the same helmet design, and a joystick or a special glove, players can move about in an artificial environment, actually interacting with objects. Watching someone doing this is quite funny - they move their head about and grip thin air and look quite mad. It's only when you see the screen on the unit does it all make sense, as you see what they see. This is intended for serious business and research use, although it





YES - IT'S YOUR VERY OWN CUT-OUT-AND-KEEP VIRTUAL REALITY HEADSET!

You too can experience 'virtual reality' with YC's special offer. Just follow these easy instructions:

What you will need:

- This page of YC
- 1 fiendishly sharp pair of scissors
- 1 piece of string or sproingy elastic
- 1 large hammer

1. Cut carefully around the thick outer lines, taking care not to stab yourself with the pair of fiendishly sharp scissors (you may need a grown-up to help you, ho ho)
2. Poke the scissors through the headset's eyeholes (marked 1 and 2) and through the holes at either end (marked A and B).
3. Fold along the thin dotted lines
4. Tie one end of the string/sproingy elastic to hole A and the other to hole B.
5. Place headset over head.
6. Hit yourself with the large hammer, to create the slightly blurry, 'virtual reality' effect.
7. Now move around - amazing, isn't it! Just like the real thing!

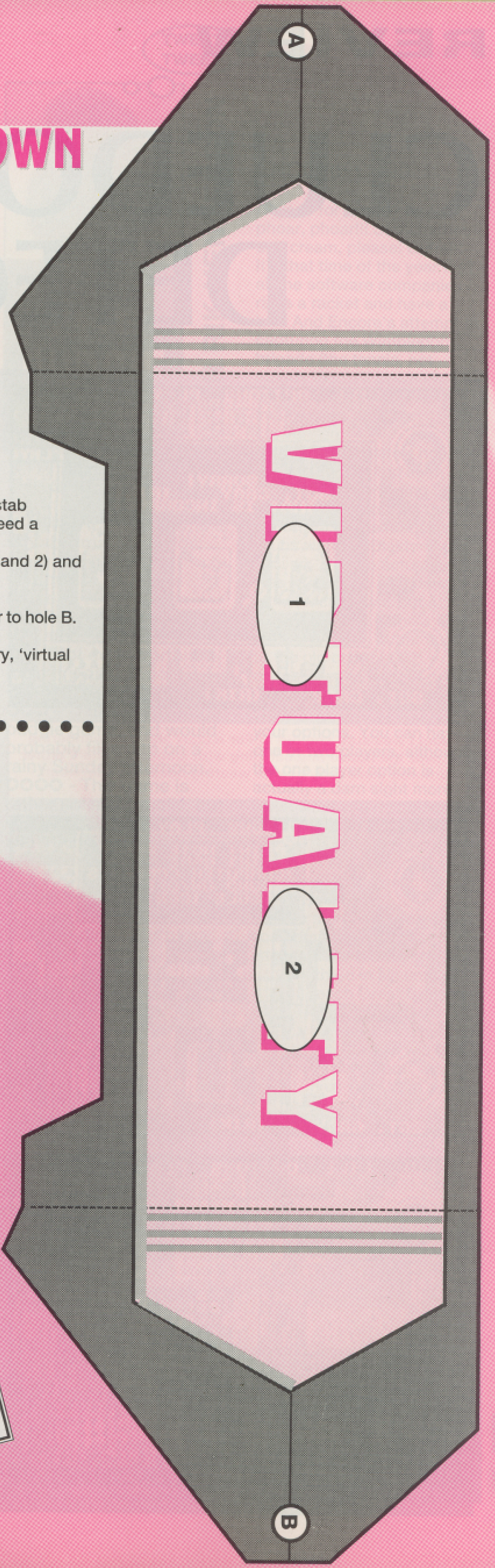


could easily have leisure applications. Tennis games, or what about a semi-real chess game where two players on opposite sides of the world appear to be in the same room, actually moving their pieces?

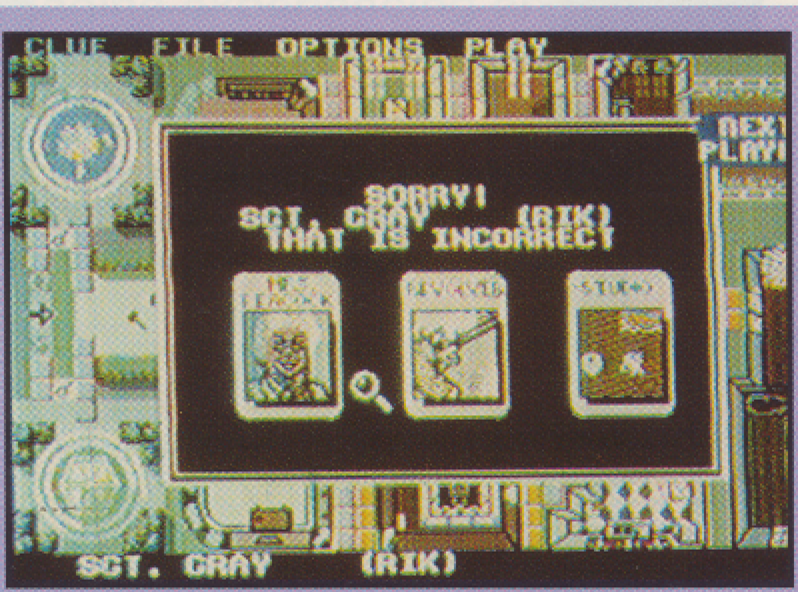
V-TOL and Battlesphere will be in arcades over the coming months and will probably cost a packet. It's OK now but look out, because it can only get better from here.

ALSO... VIRTUAL SURREALITY!

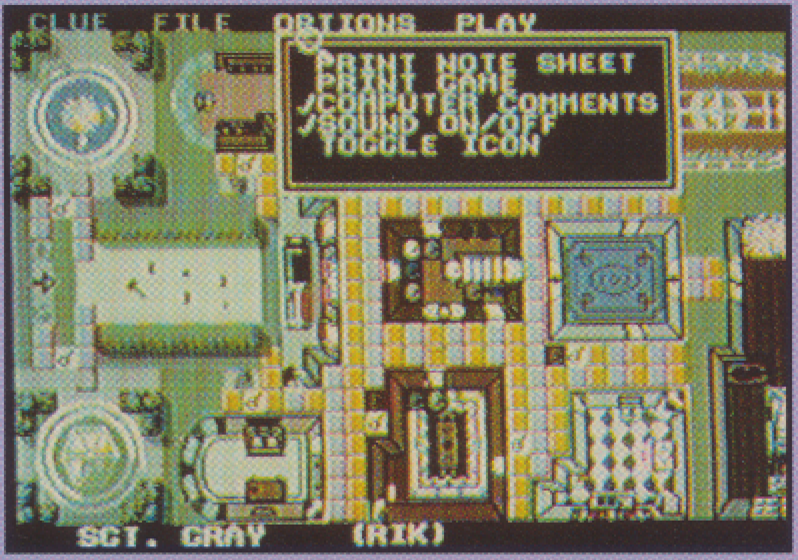
YC says: Why go to great lengths to create reality when virtual surreality could be much more interesting? Inspired by Salvador Dali, surreality-seekers could be able to walk and interact with strange melting clocks, colourful abstract landscapes and, of course... fish! As Salvador Dali said: "Wibble" (Perhaps).

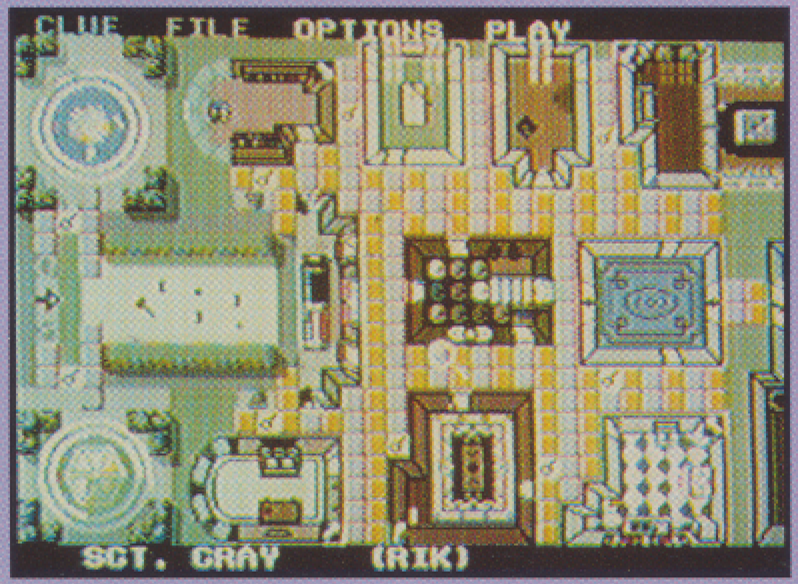


CLUEDO MASTER DETECTIVE



And I was sure she did it! For a start she was wandering all over the house and cackling with laughter – she'd either murdered somebody or was wearing hessian underwear!





When it comes to mysteries, there's nothing as mysterious as the YC tin of Spam. When Simon Dale tried to find it one day, all he found was an empty tin with the lid open, and a suspicious Ed with breath that smelled of chopped pork and ham. So he decided to load up this latest offering from Virgin instead...

Cluedo Master Detective is a version of the old Waddingtons board game Cluedo, and before now was only available in America. But now us under-privileged Brits get the chance to try it on our faithful American 64s.

You have a choice of ten players, all of which can be controlled by the three different skill levels of computer, or by humans, or a mixture of the two (by that I don't mean a crossbreed between a human and a computer). Although you must have a minimum of three players otherwise the game would become too easy.

After you've picked one of the characters, the computer will roll the dice for you and you can move your detective about the board. To win the game you must establish who the murderer is, the murder weapon and the scene of the murder. To do this you will have to look at the set of cards held by each active player.

There are two ways of looking at a players' cards, the first way is to accuse a player of the murder, then the players holding the cards you selected must show them, the second way is to move onto a magnifying glass square, then you can look at one of any players cards. Each of the cards will have either a room, a weapon or a





suspect on them. The only three cards which are not held by a player are the cards holding the solution to the murder.

To help you remember which cards you have or haven't seen, Master Detective has provided a check list on which all the suspects, murder weapons, and rooms are written down. Each time you you are shown a card by another player an X is placed next to it by the computer, so you can eliminate it from your inquires. It is possible to eliminate a card by watching other players accuse each other of murders. For instance if Mrs Peacock accused Colonel Mustard of murder with poison in the billiard room, and Mr Green, Miss Scarlet and Mrs Peacock each had a card, although you would not see these cards, you would know that the billiard room, the poison and the Colonel Mustard cards can be eliminated.

Graphicaly this game is okay, with each card having its own picture on it. The sound is made up of annoying footsteps when you move your piece and boring beeps when you pull down a menu. The computer even on it's hardest skill is easily beaten and if you play a friend you have to keep putting your hands up to the screen to stop him from seeing your cards when you turn them over.

Personally, I think that board game to computer game conversions are the ultimate in boredom, and I would prefer to spend time picking fluff off my carpet rather than playing them. My advice to you is only buy this game if you enjoyed playing Cluedo so much you are itching to play another version.

CREDIT CARD

◀SONICS Very unimpressive beeps and bongs!

◀ Pretty smart presentation, marred only by the fiddly small board game screen.

◀FIX FACTOR Depends on how many wet weekends you're expecting...

◀HALF LIFE ...And there'd have to be an awful lot of them!

NAME: Cluedo Master Detective.
SUPPLIER: Leisure Genius.
PRICE: £9.99 Tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 69%

Not the world's best effort in advanced home computer entertainment. Best played if you've got real dedication.

TWEET, TWEET !



THE BUDGIE COLUMN

WITH RIK HENDERSON

THE SKORES

NO SKORE - This game is too abysmal for words.
✪ - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.
✪✪ - Not even worth a look. It's only appeal would be for amusement.
✪✪✪ - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.
✪✪✪✪ - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.
✪✪✪✪✪ - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.

PASSING SHOT

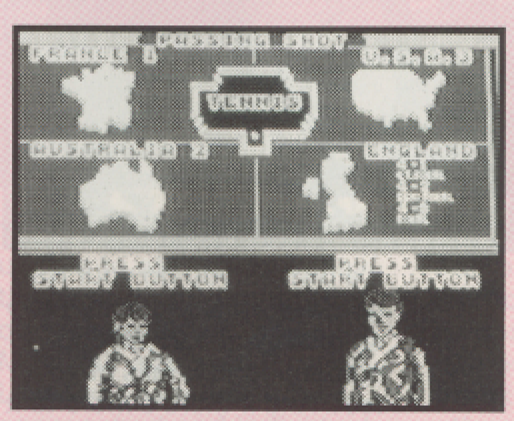
ENCORE £2.99

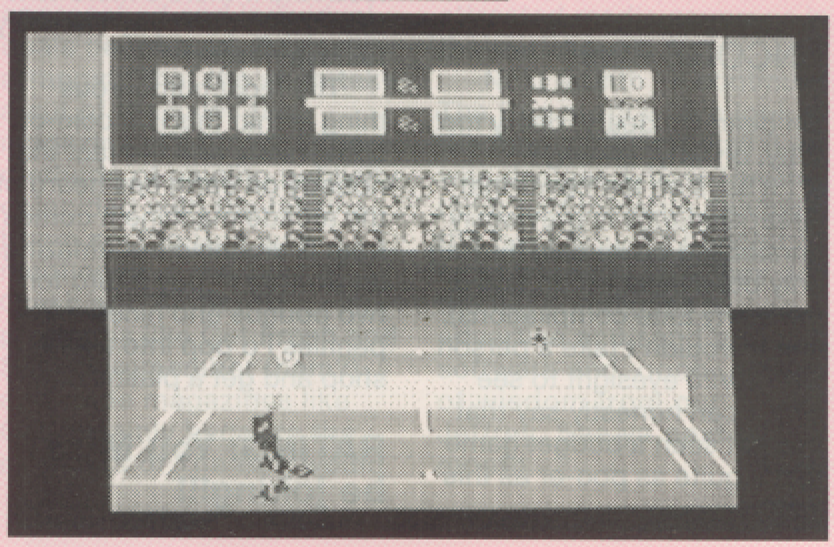
Anyone for tennis? Phoar, phoar, phoar!!! Strawberries and cream, please! Guffah! It's that time of the year that all the software companies raise a racket and have a ball. And Encore's attempt at capturing the Wimbledon brigade (the tennis, not muddy football down Plough lane) is a rerelease of an Imageworks coin-op conversion.

To be completely honest, I've never been too keen on the coin-op of Passing Shot. It was a bit simplistic, the action wasn't as furious as 'Nuns with Big Blasters' (or similar), and the actual game was as realistic as a dayglo pink, plastic lawn. But it seems as if the game's appeal is much better suited to the old commie, especially at a budget price.

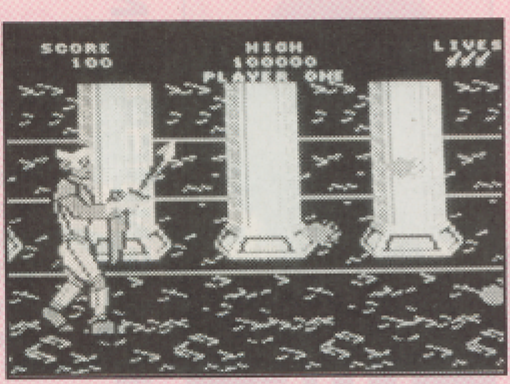
Before the actual game starts you have to choose your options. You can have one or two players, although the one player option is actually a darn sight more involved. If you do decide to compete against the computer, you'll be asked to choose a skill level to start on, and then it's on to the court itself.

You start in France, and you compete in the finals of each famous tournament (three in all) until you reach Great Britain and, obviously, Wimbledon, where you have to win the quarter, semi, and final itself. If at any stage you lose a match you'll be out of the game and you'll have to start at the beginning, but







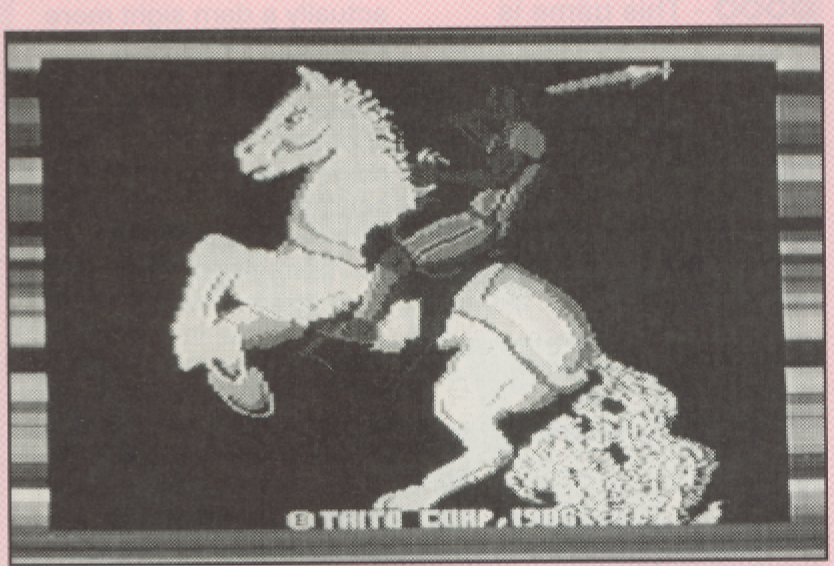


THE BUDGIE COLUMN

fortunately, because this would take absolutely yonks otherwise, you only play one set in each round.

The graphics are reasonable, and the top down viewpoint for the action is pretty original (it was the first tennis game to adopt this). The game is easy to play, and the action is as smooth as it comes. If you're a fan of two geezers knocking their balls about with large bats, you'll simply 'love' Passing Shot.

RATING: ✪ ✪ ✪ ✪



GREAT GURIANOS

ENCORE £2.99

Oh dear! Oh deary, deary me! Why, oh why, oh why?

It says on the cover that Great Gurianos is previously unreleased on its own (having only been inserted on one of the many Elite compilations), and it wouldn't take a person with 20/20 eyesight to see why. I can honestly say that I've not seen a budget game that's quite as poo-er as this very feeble effort. Even the infamous Pro Mountain Bike Simulator looks like Last Ninja 3 when compared, the only game that could touch it for pure crappiness is Kenny Dalglish Soccer Match, but that's on full-price only. Well, it's okay using the word 'crap' fifty thousand times, but what's the game really like? And why is it so darn abysmal?

You are Great Gurianos, a bloke with a shield and a sword, and you have to move your shield and sword in order to avoid being hit and fried by a fireball (or any other hazard), and bash the occasionally appearing similarly endowed fellows. The background scrolls on it's own as you do your Nazi goose-step along, and every so often you can pick up something that falls at your feet. And if there's more to it than that, I can't say I'm sorry to have missed it.

The most humourous thing is that this is a coin-op conversion, and the fact that nobody on earth has heard of the arcade machine it comes from is anything but amazing. If I wanted to buy a turd for two pounds and ninety nine pennies I'd pop into a joke shop and get a plastic one.

RATING: You MUST be joking!!!

EVER CA THE BUG

Our own Paul Rigby chats to our own Jeff Davy about his shady past.

This is the second in an occasional series devoted to producing your own fanzine. Rather than diving straight into the nitty gritty of recommending software, hardware and all that we at YC thought that we would be a right bunch of smartar..., er sensible chappies by giving you a number of first-hand accounts as to just what is involved. There are a number of reasons for this. Firstly, reading about someone else's mistakes saves your time by, hopefully, stopping you making the same, common, mistakes of your own, also many fanzine editors, editorial teams, etc. have vastly different ways of approaching the fanzine problem. Therefore, showing you that there are many ways to tackle the production of a fanzine. There are no hard and fast rules.

Two issues ago you may remember that I chatted to that Welsh Lovely - Mandy Rodrigues, editor of Adventure Probe. This month I sat on the doorstep of the Right Honorable Jeffrey Davy (contributor to this very mag, and soon-to-be Editor, no-less) and asked him to tell me about The Bug. Otherwise I would pinch the cream from his Gold Top.

The Bug was the snappy name for one of the first computer fanzines around. Initially devoted to the Spectrum it diversified to include many other formats including the dear ol' C64. But what were its origins? When did the first issue appear? Jeffrey: "Let's think, it was August 1984 - which, I believe made us the first computer games fanzine. We thought, "Well, why not?". We didn't know anything about fanzines, I didn't really know what a fanzine was, we wanted to do a magazine and that was that."

So along with Jaron Lewis, his brother Kelsey and Alice Fage they started The Bug on a fortnightly basis, which receded to monthly and then, "...merely regularly"

Towards the end of its life it drifted to become more of a quarterly. Apparently the lengthening time scale was nothing to do with a lack of interest but more to do with the increasing complexity of producing a fanzine (it began with 10 pages, floated up to 80-pages and finished, with the last issue, at 64 pages). The Bug was born through a basic interest in computers and the wish to emulate the glossies. A sort of "I can do that" attitude: "As I recall, we were concerned that the magazines around at the time were not giving accurate reviews - games getting 90% when we thought they were turkeys, for example."

With the wish to place a sort of protest vote and absolutely no experience in editing, professional writing, magazine production and so on, The Bug No.1 stumbled out, via an ancient Apple II computer. The next few issues were all type written and multiplied by those old, hand-cranked, duplicating

ATCH G?

machines (y'know the barrel shaped ones?) supplied by a local community group called The Actual Workshop.

"We actually went to about five different places to produce the magazine in the early days. We did one where we worked with our school but they cocked up the printing. They weren't as enthusiastic about the mag as we were. Then we went to another community place in Tottenham. They had an astounding array of technology that gave us the ability to make electronic stencils during production. It could scan an image from pasted artwork [ie: drawings cut out, arranged and stuck on to a piece of paper] into a stencil that could be used on a duplicator. That cost about a fiver a stencil, mainly because of the subsidised community rates."

So The Bug was, at one time, indirectly subsidised by Harringay Council! The move to the electronic stencil meant that The Bug could use logos and fancy artwork. Text was now produced, in a column format (like the text in YC) via an Amstrad PCW. In an attempt to integrate screenshots into The Bug a Multiface was plugged into the back of a Spectrum (they were, primarily, Spectrum oriented at this time). Screens were grabbed with this and printed out onto thermal paper using a ye olde Alphacom printer. "The worst thing was that when it came into contact with Pritt-Stick or light, in fact, it tended to fade rather rapidly! So it had a rather short life from when it was printed out and finally scanned."

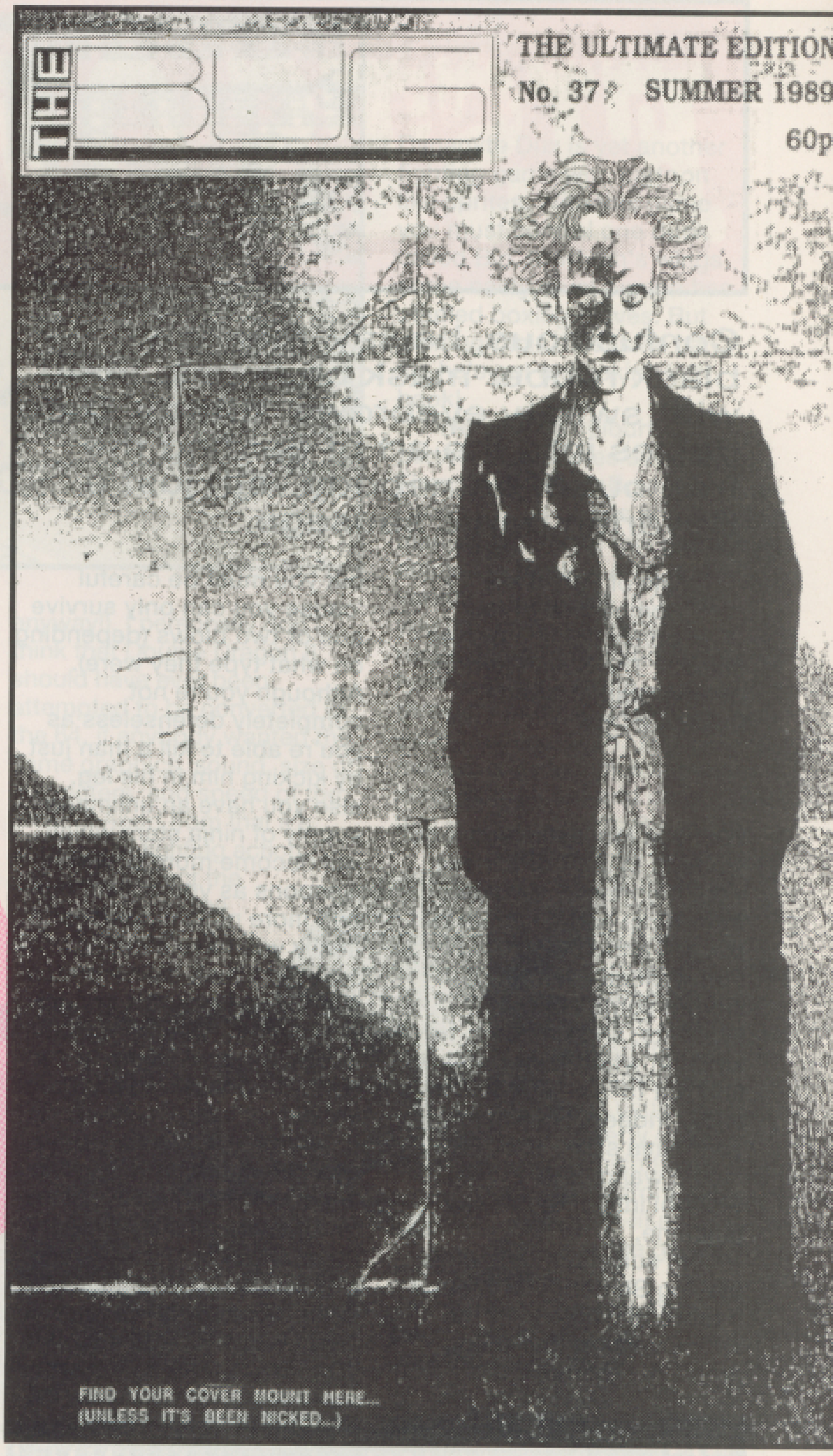
A C64 equivalent to grabbing game screens for use as screenshots for a magazine would be the Datel's Action Replay (more, of which, in a later issue).

Jeffrey Davy also used other techniques to fit screenshots onto paper. "We even moved on to screening photographs because the community centre had a special process camera. What tends to happen is that when you try to copy black and white photographs the ink tends to blob in one place because of the large amount of dark/black areas in one area. Whereas the process camera breaks the image up, like newspapers, into little dots, which spreads the ink out more evenly."

There is a cheaper method of producing newspaper-type photos. All you need is access to a photo-copier and a good stationer. What you need to buy from the stationer is a sleeve-type thingy which has a white cover on the back and a semi- transparent front covered in tiny dots on the front. You then copy the photo, whilst in the sleeve. The copy you will get will be a photo with dots giving you a more balanced photo. Don't worry about brand names or the exact method of using this thing. I'll sort out the technical details in a future issue. But you get the general idea.

It was at this time that a distribution company called CSD approached The Bug and offered them a deal whereby they would distribute the magazine, sell some advertising and offer general support. Unfortunately, The Bug were unaware that CSD were in deep financial trouble. Couple that lot with CSD actually interfering with content when they promised that they would not and you can understand how elation quickly lead to gross disappointment and a final parting of the ways.

Making the public aware of the magazine was the one of the most important aspects of the operation (and is so for any fanzine editor). At one time Jeffrey and the gang were able to afford a stand at the Microfairs selling the mag.



Then, when they were unable to afford the outlay, they wandered around the queues outside the Microfair and sold it there! Local shops were approached and individual deals negotiated. Basically arranging that the shop take a cut of the sales the magazine produced. Other methods of gaining publicity coincided with the fanzine boom so The Bug was mentioned in the likes of Crash and Amtix, TV programs like Get Fresh and Splash (remember them?) and trade magazines like CTW (mainly because the members of The Bug would continually write and complain about different aspects of computers such as sexism in computer games and so on). The breaking of CSD also attracted media coverage in the trade mags.

Next month I'll continue The Bug story with a look at the mag itself and how it was designed, how The Bug team had to battle against the "you're just a bunch of kids" attitude, how they got the big companies to advertise and send free software and, oooh, oodles of wisdom from our Jeffrey. See ya next month..

FISTS OF FURY II

Confuscious, he say, man with black rubber mask on face is man with sweaty eyebrows. Simon Dale delves into the art of beating the frag out of somebody with just a Bavarian garlic sausage.

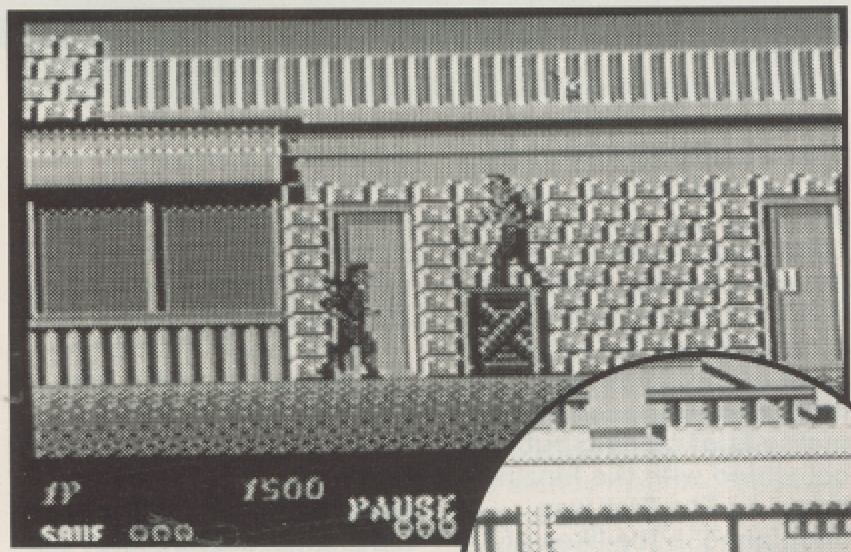
Fists of Fury II is a compilation of four purely fighting games - Shinobi, The Ninja Warriors, Double Dragon II and Dynamite Dux.

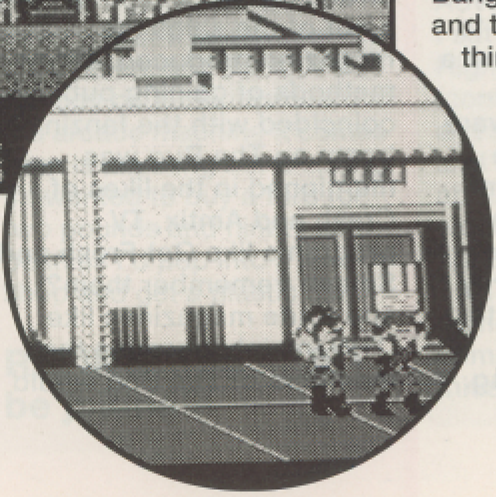
SHINOBI

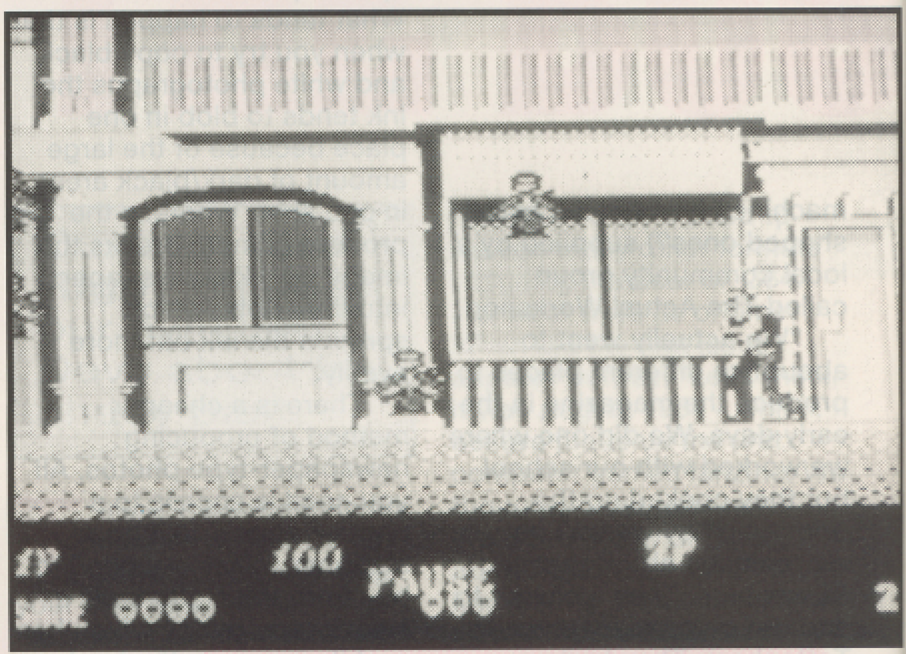
Well Joe Musashi you've got yourself in a bit of a mess. You, the master Graduate from Ninja school, have let the evil and sinister Bwah Foo walk all over you and kidnap some of your students, and needless to say that when their parents find out they will be very angry indeed. So pick up your ninja stars, and your magic wand, and shove Shinobi into your cassette machine.

I'm surprised that while playing Shinobi that I found it more playable than the amiga version (but then, aren't ALL commie 64 games). The game involves sneaking about on a level full to the brim with baddies, and trying to rescue your miniature ninja graduates, but you must be careful 'cause you can only survive one or two blows (depending on what type they were). Although you're not completely defenseless as you're able to kill a man just by kicking him in his leg, also you have an unlimited supply of ninja stars which will become more powerful weapons as you collect more and more ninja nippers, and finally you have a magic weapon which disintegrates every baddie on the screen.

One annoying thing about the game is the control for jumping on top of buildings, which is hold down the fire key for about five seconds after firing an ninja star then move the joystick up. In the instructions it just says fire and up. This game has reasonable graphics and sound, and is definitely not lacking in the speed stakes.





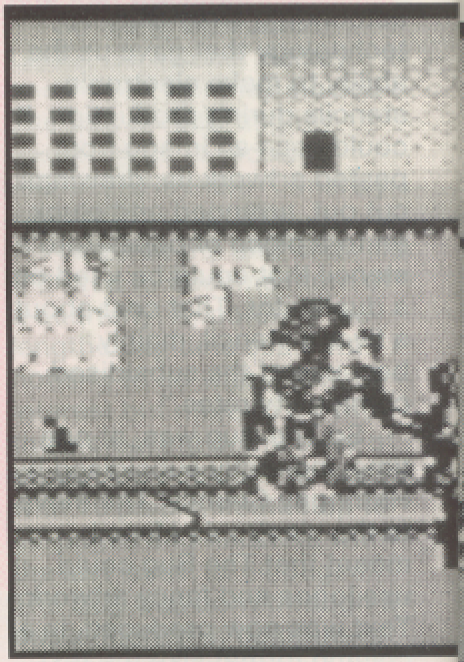


NINJA WARRIORS

This next game 'The Ninja Warriors' could be the birth of a brand new craze. Instead of being Robocop or a Ninja Turtle you are a Roboninja - well actually you're not, you're somebody else who has been chosen to control this particular roboninja from a very sophisticated, and up to date, computer terminal called a Commodore 64 (of course).

"But why?" I hear you ask, "Why do I have to control this ninja construction kit?" Well the reason is that a scientist called Mulk bumped into you on the street one day and said "Hey, do you want to control my roboninja, constructed from the finest molybdeno-tinanium, on an assassination of President Bangler?" "Yep", you said, and that's how the whole thing started.

The Ninja Warriors is another fighting game in the same kind of style as Shinobi. This time you have limited supply of ninja stars, only thirty which will disappear very fast if you waste them on the baddies that can be easily decapitated with one slash of your specially sharpened ninja knife. Happily, being a roboninja, you are not as easily destroyed as you have a full bar of energy.



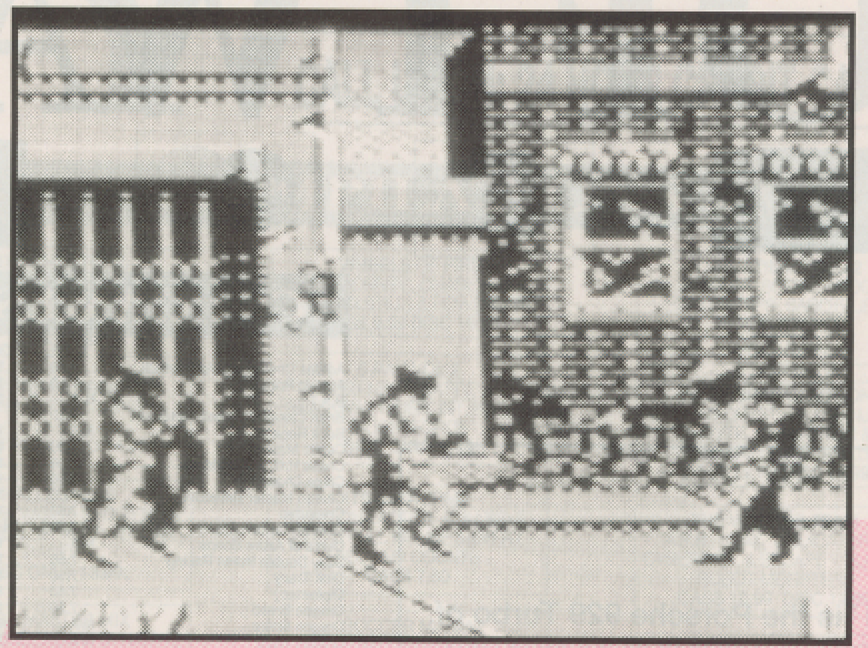
Unlike Shinobi, you also have the opportunity of two players playing at once. But will two roboninjas be enough to wipe out all the Soldiers - with knifes, guns, and bazookas - the dogs, the big weird creatures that are hard to kill, and the ninjas? Good graphics, sound and variety make this game one you will keep coming back to.

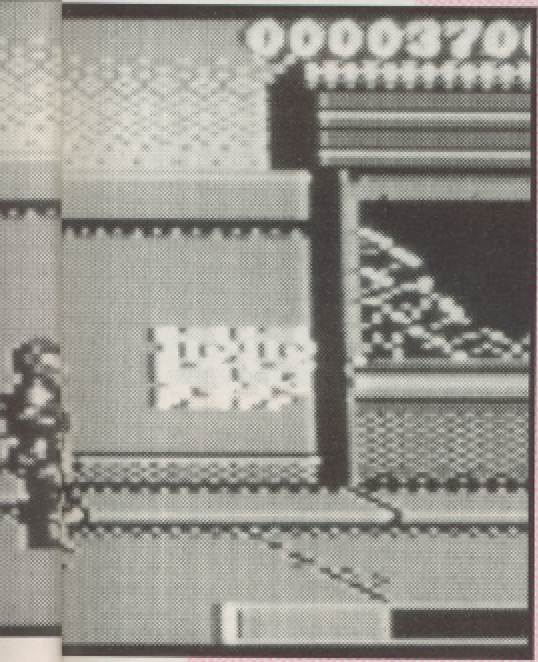
DOUBLE DRAGON II

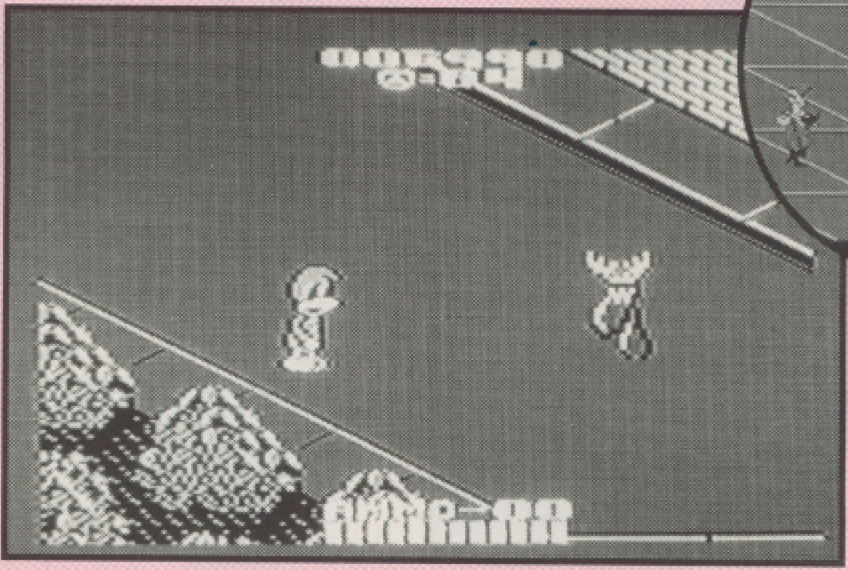
If you hadn't heard of Double Dragon II before, you may be thinking that this is a game in which you and a friend take control of a dragon each. If you were thinking that, you would be much mistaken. In fact, you control two humans named Billy and Jimmy. So why isn't it called Double Human? The answer to that probably lies in some ancient tome buried under Rik's desk, so we'll never find out!

Double Dragon II is another arcade fighting game conversion in which you are able to have two players on the screen together to help each other. Your arch enemy Willy, who, you may remember from Double Dragon's first appearance, as the big guy with the machine gun. Yes, you may have killed him first time round but he has been brought back to life with magic - as have his gang members - and he's taken away Marian and killed her. You and Billy must travel the sideways scrolling screen once again and kill off the gang members with weapons such as grenades, knifes, whips and crates.

This game is hardly an arcade perfect conversion but you wouldn't expect that from our humble C64 (not in 1989 anyway!). I personally don't think that Double Dragon II should have ever been attempted to be converted to the 64, if anybody wanted the same graphics, sound, size of characters, and speed of the arcade. Apart from that it's reasonable fighting action, just don't expect the same quality as the arcade version.



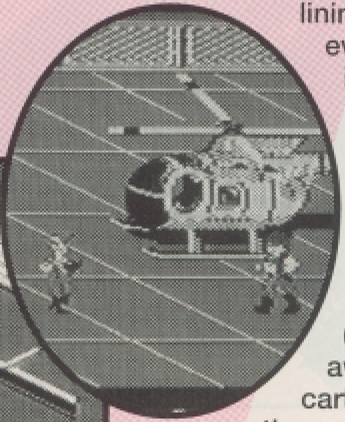




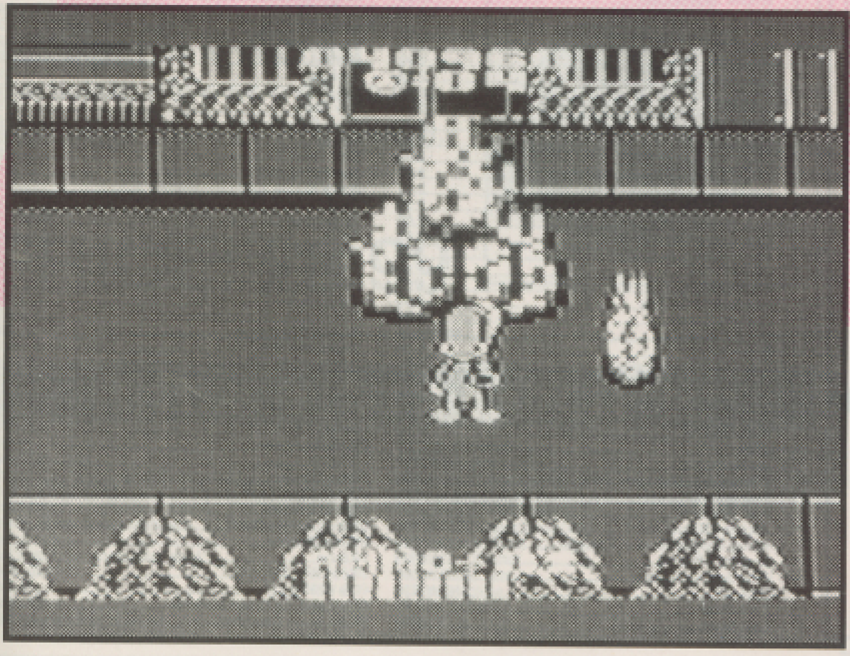
DYNAMITE DUX

Dynamite Dux is yet another fighting game with cartoon like sprites. With this game you must control one duck called Bin, to whom's wings some nasty cruel person has stapled boxing gloves. But although this means he can't fly, he's got a cracking left hook!

Well drawn colourful cartoon like sprites such as Fires, Sumo Pigs, Boxing Crocs, packs of rats and many more, make this game enjoyable to play. Also, the variety of weapons is good, you can collect bombs, rocket launchers (various types), stones, flame throwers and not forgetting your famous punch. You must avoid obstacles like holes in the road and cliffs that you can fall off. But every game has its nylon lining (or was that every cloud has its silver lining?), the sound isn't up to much and the background is usually pretty dull (which takes away from the cartoon-like theme of the game), but the good points (incredible gameplay, two-player option, etc.) do out-way the bad points.



Fists of Fury II is a good compilation and a must for fighting freaks every where.



CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
A hot-pot of some really meaty sounds and the occasional piece of gristle.	Fairly high standard all the way through.	For beat-em-up fans you can't get more variety.	To be honest you may just get bored with the genre.

NAME: Fists of Fury II.
SUPPLIER: Virgin Games.
PRICE: £10.99 Tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 82%

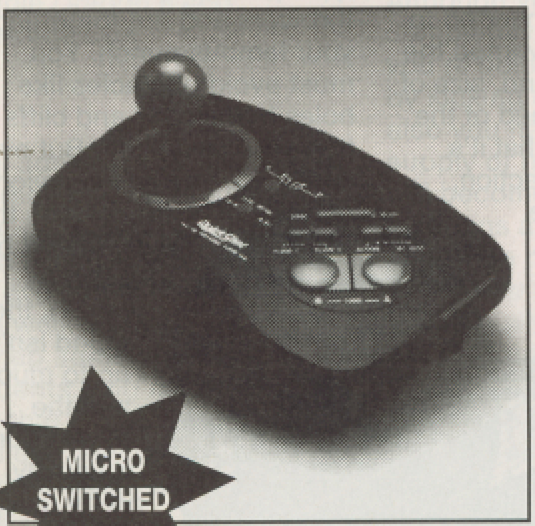
A stonky package of four furious beaties. Switch your brain off and just rely on pure muscle.

SOFTWARE

VISA

MAVERICK 1

The Bondwell 'Maverick 1' is the Porsche 929 Turbo of the joystick industry. It contains two leads so that you only need to but one joystick for two players. The Maverick 1 also has a top mounted autofire slider, two fire buttons, a computer selector and FITTED WITH THE NEW MICROSWITCH.



MICRO SWITCHED

PRICE: £14.99

PYTHON 1

The Quickshot 'Python 1' is quite similar to the Apache, but additionally offers an autofire just below the top fire button, and with a fire button on the front finger trigger as well. FITTED WITH THE NEW MICROSWITCH.



MICRO SWITCHED

PRICE: £9.99

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YC 5/91

From each of the four rounds will go ONE contestant, to the aluminium foil-star-studded final in just three issues' time. So, let's go! With this ish's thrilling heat...

COMPUTER BOF

(aka "A Clash of the Titans: A Meeting f

ROUND 2: Pr

Until Computer Boffo of the Year began last issue, only YC's Editorial staff had this much computer game-related tosh in their heads. But now they want to show just how smug they are by testing four sections of the computer games world. Last month it was PR-types and now...

THE CONTESTANTS:

Joe Bonar (Probe Software):
Joe has worked on most of Probe's games, such as Savage, Turbo OutRun and Viz. He doesn't actually program any more. "I fix bugs" he says. He denies ever owning a pair of brown corduroy trousers although, "I had a pair of fawn cords, they weren't brown, honest!".

Carl Muller (Freelance/Imageworks):
The C64 Turtles game was Carl's baby, so blame him. On his desk is a PC and a C64, "with a return key that doesn't work" he laments. His musical tastes are Jimi Somerville, Erasure, Marc Almond and Abba. Er, right!

Richard Taylor (Freelance/YC):
Frosty the Snowman was written by YC's very own Richard and he's currently working on a sequel. He certainly doesn't wear brown cords and claims that his desk contains "Paper, Cups, Half-dried sandwiches and biscuits". What a guy.

Jason Page (Graftgold):
He's programmed Off Road Racer, amongst other 64 games and works with Andrew Braybrook (Uridium, etc.). On his desk is "Lots of paper, packets of Hob-Nobs, A cube of chalk and a Rubik's clock." He doesn't drive a Porsche, he drives a Ferrari, no, er... "I drive my dad's car, a Datsun Sunny" he says.

Stan Schembri (System 3):
Programmed Barbarian, Cauldron II, Last Ninja 3 and loads of other good stuff. He drives a BMW MS and says "If I win, I'll appear wearing a pink lurex jockstrap and a black leather cap, with a gold chain!" That's the spirit!

Bobby Earle (Ocean):
Bobby is 20 and has already written parts of Total Recall for Ocean. Now he's working on the 64 version of Terminator II. Asked if it will trash the competition he says "It certainly will!"

THE ANSWERS:

1: Raphael.
2: Palace - and what a turkey it was!
3: Andrew Braybrook - what a guy!
4: Post Apocalypse, of course - now we can tell who doesn't read YC!
5: The list is endless... Pop Com Weekly, Computer Gamesweek, Big K, and many more - so we'll just

AND THE QUESTIONS:

JB



CM



	JB	CM
1. Which Turtle wears red?	Michaelangelo. No, Raphael! [1]	Michaelangelo? Um, Raphael! [1]
2. Who released Evil Dead, the game?	Palace. [1]	Palace. [1]
3. What have the following got in common: Uridium, Gribbly's Day Out and Rainbow Islands?	Andrew Braybrook. [1]	Andrew Braybrook. [1]
4. Name the post editor of YC.	Post Apocalypse (see box!) [1]	(Flicks through YC) Some weird guy called Post Apocalypse. [1]
5. Name 3 computer magazines that are no longer around.	Popular Computing Weekly, Your Computer, CCI. [3]	Big K, Amtix!, Popular Computing Weekly. [3]
6. Name 3 games written by Tony Crowther.	Potty Pigeon, KillerWatt, Blagger! [3]	Ooh, that's a tricky one... Suicide Express, Loco, Gryphon. [3]
7. Which company has the Famous Five licence?	Enigma Variations. [1]	Level 9? Domark? [0]
8. Name 6 football games, excluding sequels.	European 5-a-side, Gazza, Kick-Off, Football Manager, Italia 90, World Cup Soccer. [6]	International Soccer, Gazza, Kick-Off, Gary Lineker's Super Soccer, Football Manager, World Cup '90. [6]
9. How many bits in a nybble?	4. [1]	4. [1]
10. Which chart rock band is about to have its own computer game?	Iron Maiden. [1]	Whitesnake? Bon Jovi? Guns 'n' Roses? (10 minutes later) Iron Maiden! [1]

[And the Scores on the doors?] **Jason Page - 15** **Richard Taylor - 15.5** **Bobby Earle - 16** **St**

OFFO OF THE YEAR 1991

ng ‹ f Intellects The Like of Which Has Ne'er Been Seen Before")

Programming-peeps

assume everyone's answers to be right, eh? And which programmer answered "I wish Zzap wasn't!"? A fiver from the culprit, please, or it may slip out!

6: Again a long list. But we were thinking of offering points for how truly embrarrassing the game is to Mr Crowther.

7: Enigma Variations - who got it just in time for tea and scones and lashings of ginger beer! Hurrah!

8: Bleurgh! Thousands!

9: Four. And yes, it is a real computer term, thankyouverymuch.

10: Iron Maiden.

✣ CHEEKY GITS! ✣

Joe and the Probe posse were downright cheeky in the way that they got the answer to Question 4. While Joe was on the phone to YC's own question-master, another Probe bod, Mark Kelly, rang Rik on YC's other line and asked what the name of our letters Ed was! Here at YC we applaud initiative and outrageousness - so we gave 'em the point! What style!

RT



JP



SS



BE



RT	JP	SS	BE
Leonardo. **[0]**	Leonardo. **[0]**	Michaelangelo. **[0]**	Raphael. [1]
Palace. [1]	It was crap! Was it CRL? **[0]**	Palace! I lived with the programmer for 2 years! [1]	Palace. [1]
Graftgold wrote them. [1]	They're all brilliant! And written by Andy Braybrook. **[1]**	Andrew Braybrook. [1]	Andrew Braybrook. [1]
Post Apocalypse. [1]	Has he got some stupid name? **[0]**	Post Apocalypse. [1]	No idea, er, Post Apocalypse? [1]
Popular Computing Weekly, PCG, Commodore Horizons. **[2.5]**	Computer Gamesweek, CCI, Big K. **[3]**	Popular Computing Weekly, CCI, Computer Gamesweek. **[3]**	Popular Computing Weekly, Your Computer, Computing Today. **[2.5]**
Blagger, William Wobbler, Loco. **[3]**	Loco, William Wobbler, Suicide Express. **[3]**	Loco, Black Thunder, Suicide Express. **[3]**	Monty Mole, Captive, Kettle. **[3]**
Gremlin? Ocean? **[0]**	Sounds like a Code Masters one, 'Famous Five Simulator' perhaps? **[0]**	Someone incredibly sad. It's got to be Domark. Enigma Variations? [1]	Enid Blyton Software? **[0]**
International Soccer, Kick-Off, Gazza, Match Day, Football Manager, Football Crazy. **[6]**	Kick-Off, International Soccer, Gazza, Gary Lineker's Soccer, Emlyn Hughes;, World Cup Soccer. **[6]**	Gazza, Kick-Off, Microprose Soccer, Peter Beardsley's, Peter Shilton's, Emlyn Hughes 'is an irritating *********' soccer! **[6]**	Gazza, International Soccer, Italia '90, Kick-Off, Emlyn Hughes, World Cup Soccer. **[6]**
4. [1]	4. **[1]**	4. [1]	4. [1]
Iron Maiden? [1]	Iron Maiden? **[1]**	Motorhead. **[0]**	New Kids on the Block? **[0]**

6 Stan Schembri - 17 Carl Muller - 18 But the winner, with a clean sweep... Joe Bonar - 19

MIGHTY BOMBJACK

It's spring, and what better way to celebrate it than strapping large rubber soles to your Nike 180s and bouncing around the urban streets. Rik Henderson loads up this third in a successful arcade series whilst he lays in hospital with two broken ankles.

Just imagine, a world that's only fault is the occasional slug in somebody's lettuce, a world that's so peaceful it makes Clacton-on-Sea look like downtown Beirut, a world that's rid of all bad feelings in any shape or form, makes you sick doesn't it? It was also so damn undamned that it got on the local demon's proverbial tits.

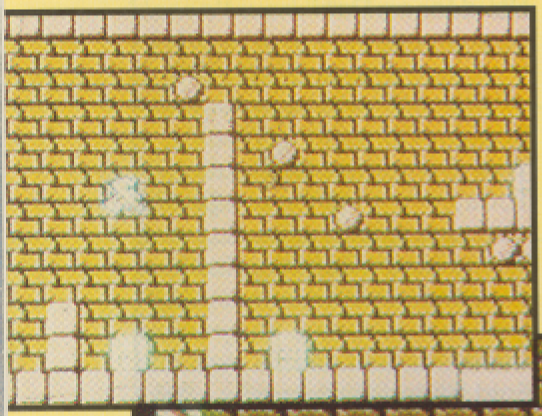
Beelzebut (pronounced Bee-ell-zee-but, probably) was this entity, and things were so boring for him that he was even considering relocating to Northampton and opening a night-club. Instead, an evil plan had been bouncing around in his, until now, dormant brain, and it was time to put away the barf bags and act.

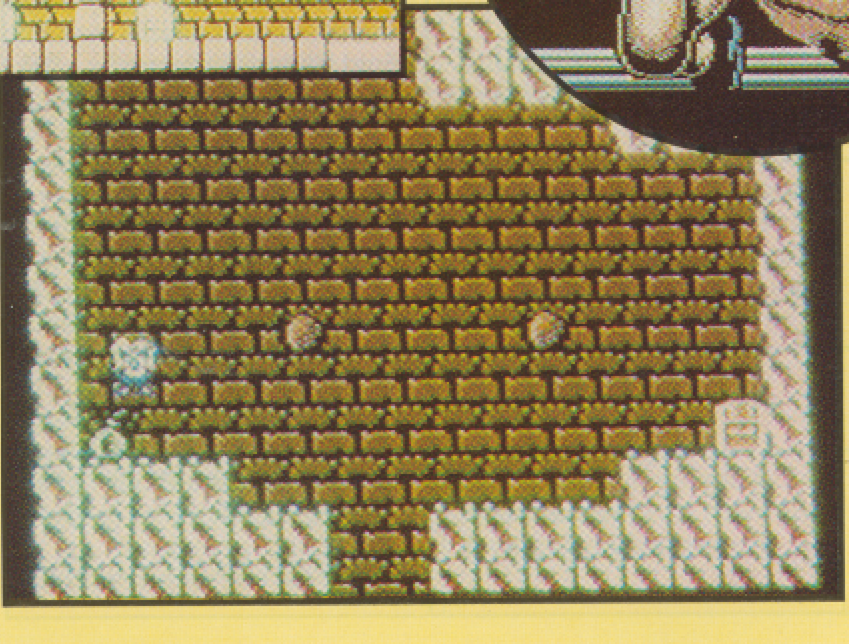
The main reason for this paradise state was the old hippy, King Pamera, who's first policies upon taking the post was to have Donovan playing over tannoys 24 hours a day, and the compulsory wearing of flares. Unfortunately, Beelzebut has now abducted the King, the Queen, and their daughter, Moonflower 'who sparkles like the sun' Pamera, and in the process of doing so has deknacked all the Mighty brothers but one.

Jack is a bit strange, to be honest. For a start he enjoys nothing better than dressing up in Mrs. Mighty's tablecloth and putting his dad's authentic Viking helmet ashtray (bought in a service station outside Newport Pagnell) on his head (after carefully discarding the old cigar butts and rolled up sweety wrappers). His other particular fetish was collecting bombs (so far he's picked up several Molotov Cocktails, one bazooka shell, and a sea mine), and with the land suddenly becoming so peaceful, the lad was a trifle upset - his hobby had been ruined.

But now he's back, and the nasty Beelzebut has littered his pyramid (the place where he has the hippy family locked up) with Jack's favourite pastime. And it's bombs away for some more Bombjack fun, as you've gotta progress through billions (slight exaggeration) of levels of bomb and treasure collecting in order to finally confront the geezer with sulphur breath and rescue the boring old fart and his family.







Each level consists of about five screens of platform action, that scroll either horizontally or vertically, and are scattered with bombs to be collected, treasure chests to be opened, and meanies to avoid. You don't have to do anything but avoid the nasties to get to the end of each level, but you won't come out of it with much of a score.

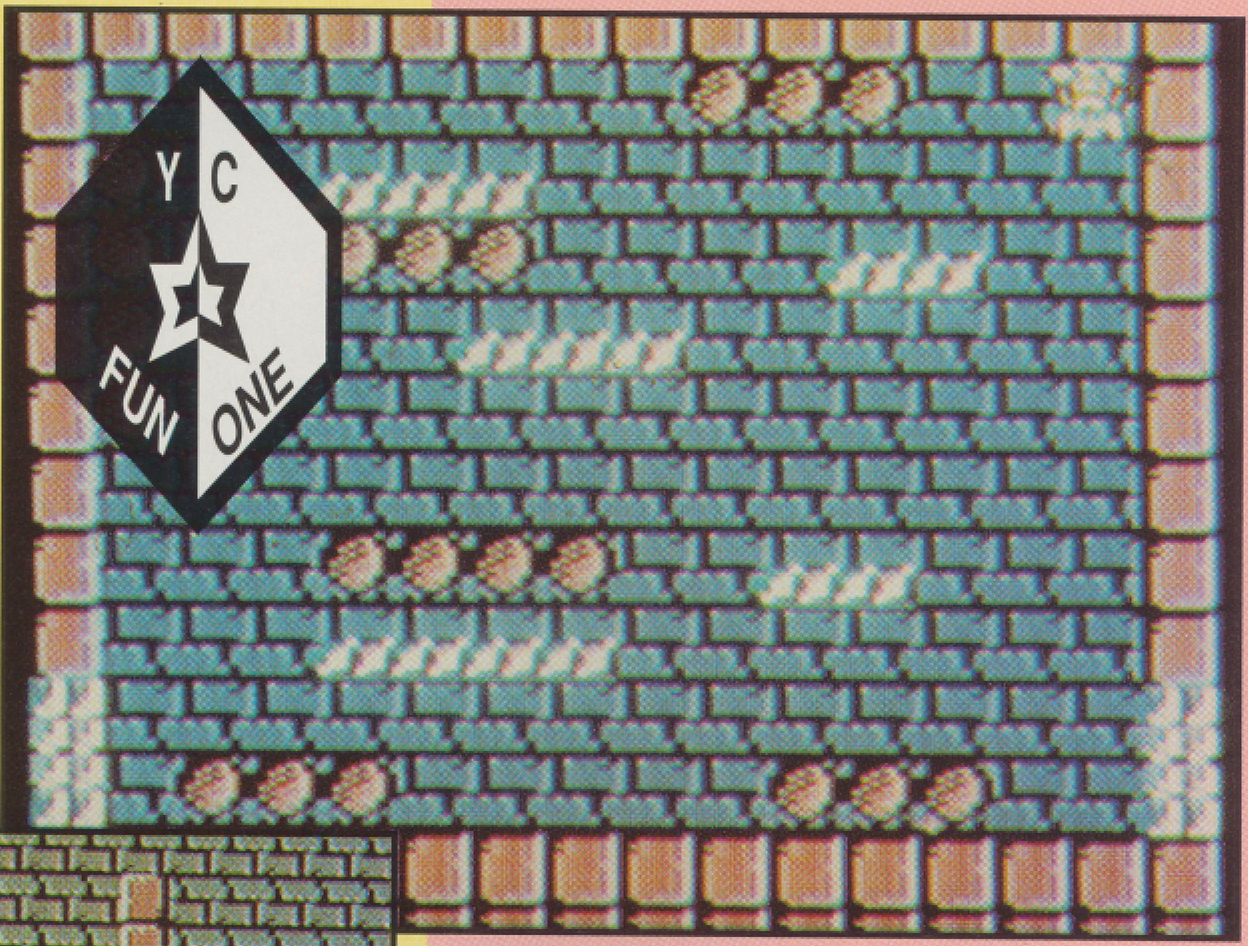
It's worthwhile though, to open the treasure chests as you can grab treasure and other bonuses. One of these 'icons' is a Mighty token, and each one (up to three) can be used to increase Bombjack's powers. One Mighty token will turn our little fellow blue (ie. it has much the same effect as if he'd been out in the cold too long), thus giving him the power to open locked chests. Two will turn him orange (ie. having much the same effect as falling asleep under a particularly strong sunbed), and giving him the power to open chests just by walking into them. And three Mighty tokens will turn him green (ie. it has much the same effect as eating a pickled onion and ice-cream concoction) and will change all of our Bombjack gobbling meany friends into hard Ecus. All of these powers are limited though, so it's a good idea to collect as many of these little buggers as possible.

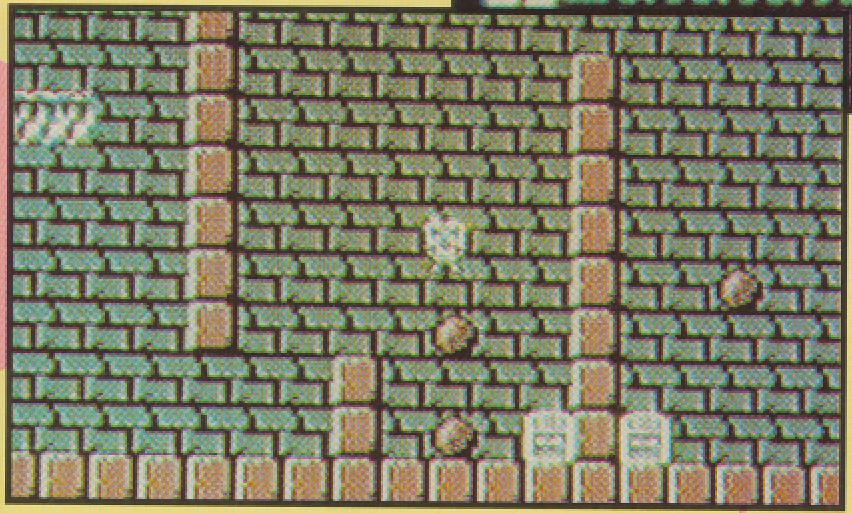
At the end of the five or so screens will be a doorway that will either open by itself, or open when you've collected the 'sphinx' key. Inside this door is an end-of-level room (unlike an end-of-level baddy), in which you must revert back to the original two games (in gameplay terms) and collect all the bombs to open the second door in order to escape. If you collect the bombs in the order at which they fizz, you'll be awarded oodles of bonus points, and then it's onto the next level.

During the levels are other doors that lead into 'bonus' rooms which normally contain extra chests to be opened. And if you collect too many Mighty tokens (I know I said you should collect loads, but there's a difference between being sensible and being greedy) you'll be sent to the torture room, where you

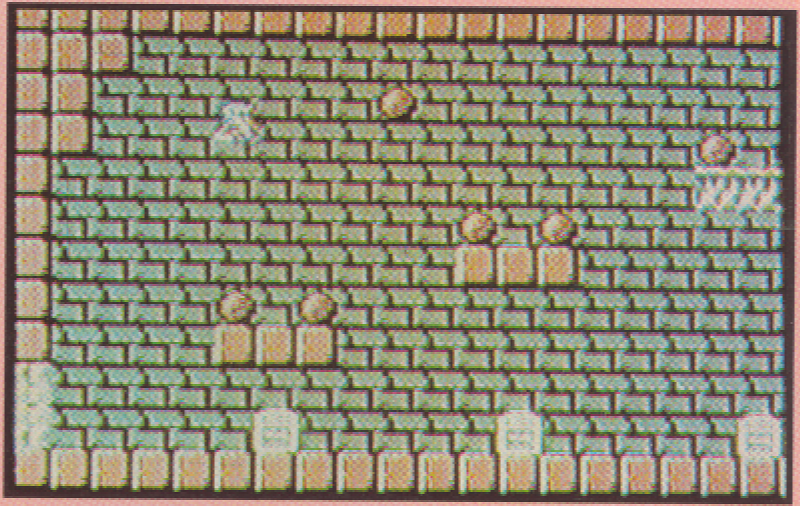
have to avoid the bad guys for as long as possible. If you do manage to survive though, your GDV rating (Game Deviation Value - a way of rating your skill and ability during the game, therefore giving you an extra incentive apart from the score) will go right down.

In all, Mighty Bombjack is a marriage between the original excellent games and Super Mario Brothers. In true cutesy fashion there are extra chests to be found, and bags of furious leaping and bounding. The gameplay is so addictive that I had to be torn away from the joystick by the Fire brigade (perhaps because somebody had put superglue all over the stick, the smegs!), and the graphics and in-game sounds are what we've come to expect from such games (impossamole, Rainbow Islands, etc.). Elite has been very, very quiet in recent months (years?) but seems to be back with as much gusto as that which brought us games like Paperboy and Ghosts and Goblins all them years ago. It's a rare occasion when the quality of the game is broadcast in the title (and is true), 'cause Bombjack in his third guise is unmistakably Mighty.

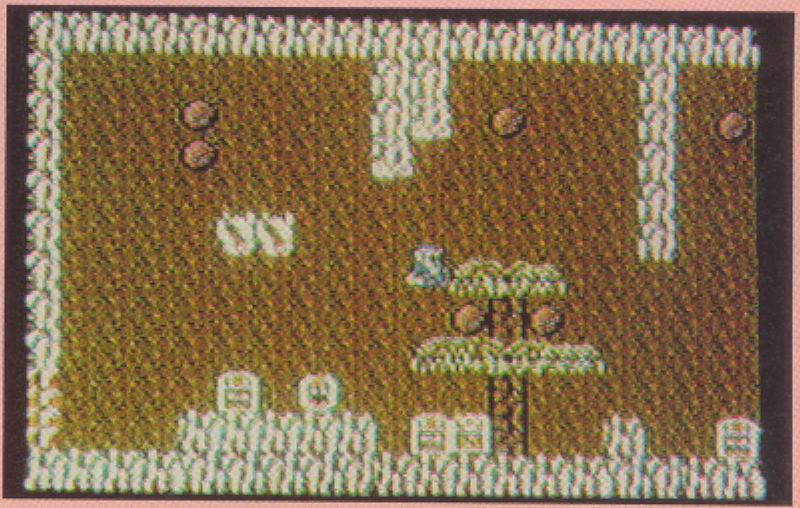




The end-of-level screen. If you collect the bombs in the right order, you'll get mega bonus points and a small "I LOVE BOMBS" badge!



He goes away to a tropical island and what does he do? He collects more bombs of course! Why can't he get a decent hobby?



CREDIT CARD

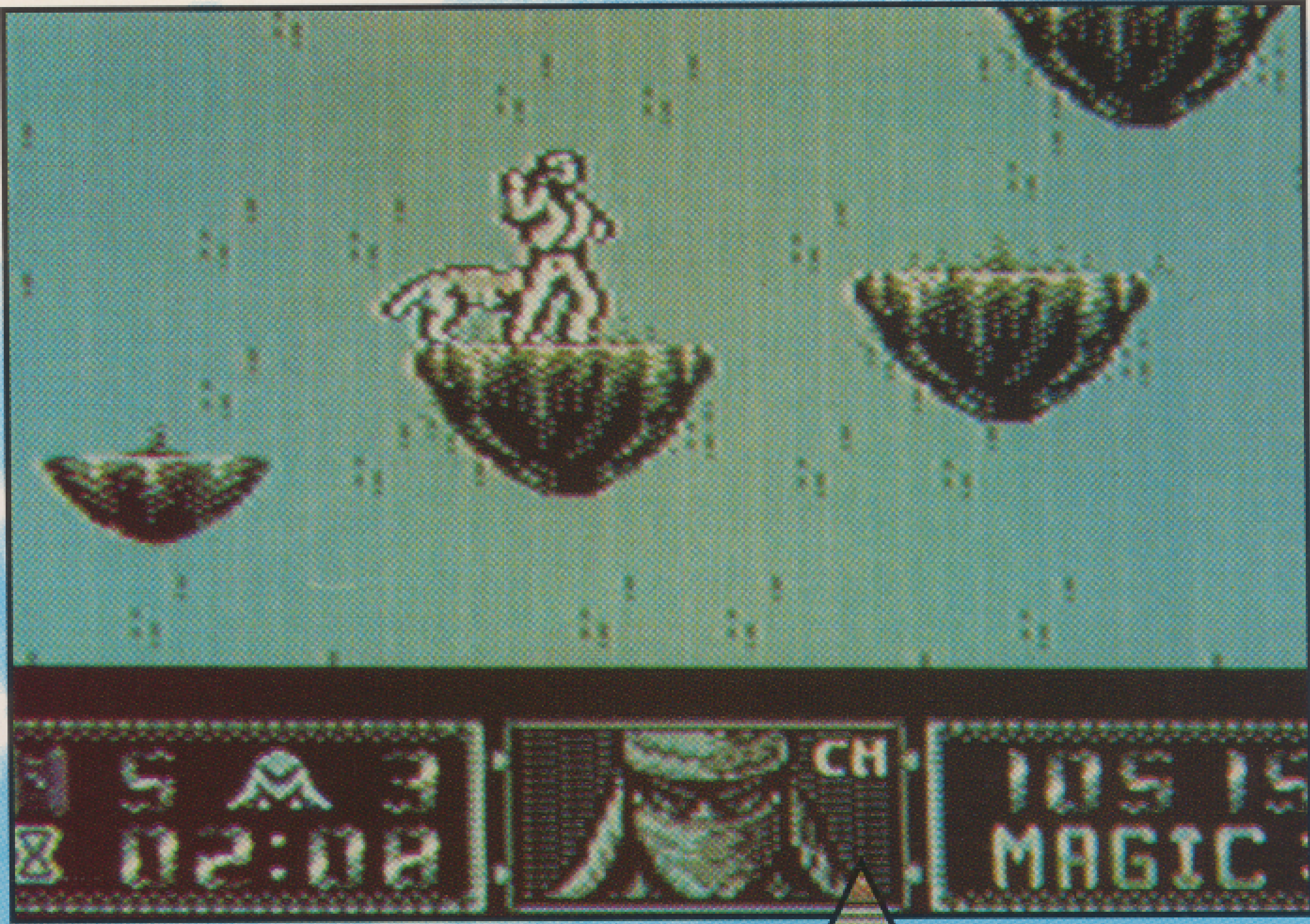
SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Great in-game FX and a bog standard tune that rather grates.	Oozing with cuteness, and sticks closely to the arcade machine.	It takes a few plays until you're hooked...	...But hooked you'll definitely be. And for a long, long time.

NAME: Mighty Bombjack.
SUPPLIER: Elite.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

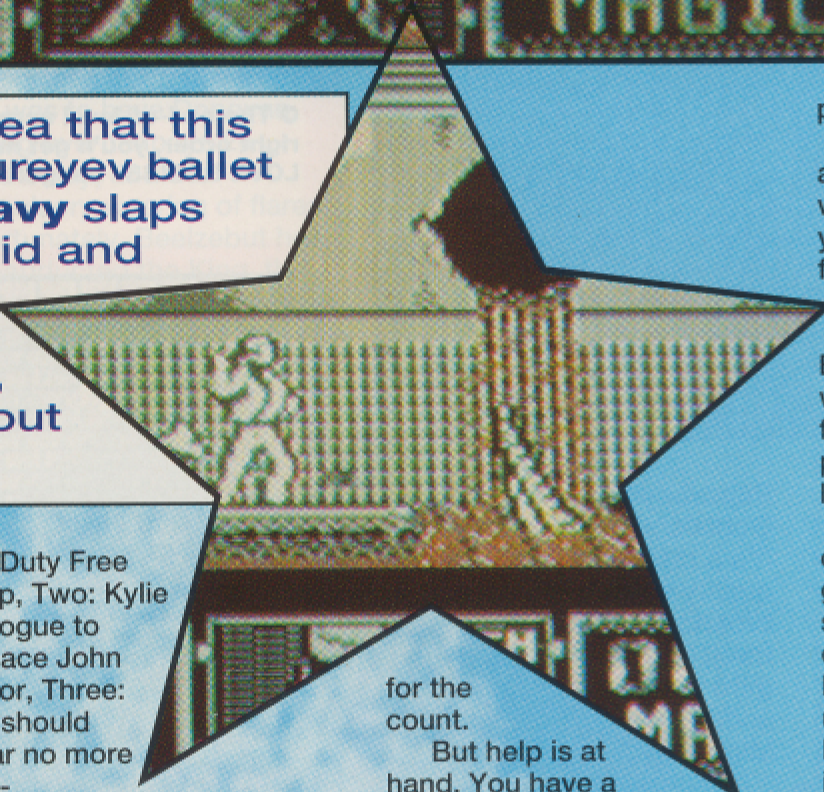
OVERALL 95%

Absolutely excellent platform game action that merges the best parts of the original Bombjack and Super Mario Brothers.

SH DA



With the confused idea that this might be a Rudolf Nureyev ballet simulator, Jeffrey Davy slaps 'Swan Lake' on the vid and pirouettes to his 64 in pink ballet shoes and a fluffy tutu. Yes, his tablets have run out again.



(Cue Jangly intro music). Announcer (with Country accent): "Oo-aar, welcome to 'One Man and his Dog' from out here in the beautiful Derbyshire countryside. Last week we saw Mr Giles and his Old English Sheepdog win by rounding up the flock in a record three minutes. The first contestant today is a foreign gentleman, Mr Ninja and his white border collie. They'll be..."

<CRACKLE, CRACKLE>

(A strange face appears on the screen, it is Mr Big, head of the ruthless 'Children of the Revolution' terrorist group).

Mr Big: "Ha, imperialists, we control your airport in the name of our glorious revolution and we'll detonate the bombs we've planted unless you agree to our 20 demands. One: The keys to the Duty Free shop, Two: Kylie Minogue to replace John Major, Three: Rik should wear no more Eye-damaging Paisley waistcoats in Public, Four..."

(Back in Derbyshire, Mr Ninja is poised for action.) "Come, Rover, we must stop this terrorist menace. Rik must have the freedom to wear Paisley waistcoats. Let us go..."

And you are that Ninja, with a real job on your hands. For not only are there bombs dotted all around the gaffe but a mass of armed terrorists who would like nothing better than to put you so full of holes that you begin to look like a tea-strainer. What's more, one hit and you're a goner. Down and out for the count.

But help is at hand. You have a never-ending supply of Shuriken throwing stars to chuck at the opposition so they fall like journos after a US Gold press bash. Tucked away in your Ninja suit there's a supply of magic smart bombs, too.

And... Your Ninja dog (not necessarily called Rover), upon your command, goes to savage the terrorists in your path. You've read about Rottweilers and Pit Bulls, now play the game (sick, sick!).

You negotiate horizontally and vertically scrolling levels which are completed when you reach the end having found all the bombs along the way. After two such levels, you get to kill a Mr Medium-Big, in the same way as you would an R-Type baddy - by firing mercilessly at a weak point (beating heart, flashing light, etc.).

Possibly the most fun bit of it all is the bonus level. You get a view of the side of a skyscraper - it tapers into the distance. There are three ledges on which Ninjas walk up and down in a Space Invader style. They slowly jump down the ledges and you must Shuriken-them before they jump off the nearest ledge and end the level. The Ninjas grow in size as they come down (in true perspective) and the final

TEN ER, ODD, SHADOW DANCER FACTS:

1. Ninjas come from Japan.
2. The dictionary didn't have 'Ninja' in it but it did have 'Nirvana', which is not just a blissful religious state but also a rather good hardcore guitar band.
3. Cliff Richard used to sing with a band called The Shadows.
4. The Shadows were well known for their 'dance'.
5. Er... Can I make it six facts?
6. (I think you'd better! - Ed)

ADOW NCER

CREDIT CARD

SONICS You start with buzzing rasp of a ditty but in-game there's just a few shoops and phweeps.

GRAPHICS Pretty good, even if the Ninja does have a hippy hairstyle.

FIX FACTOR Quite absorbing, if you like Ninja games.

HALF LIFE Flaming difficult this game, matey. You'll be tearing your hair out!

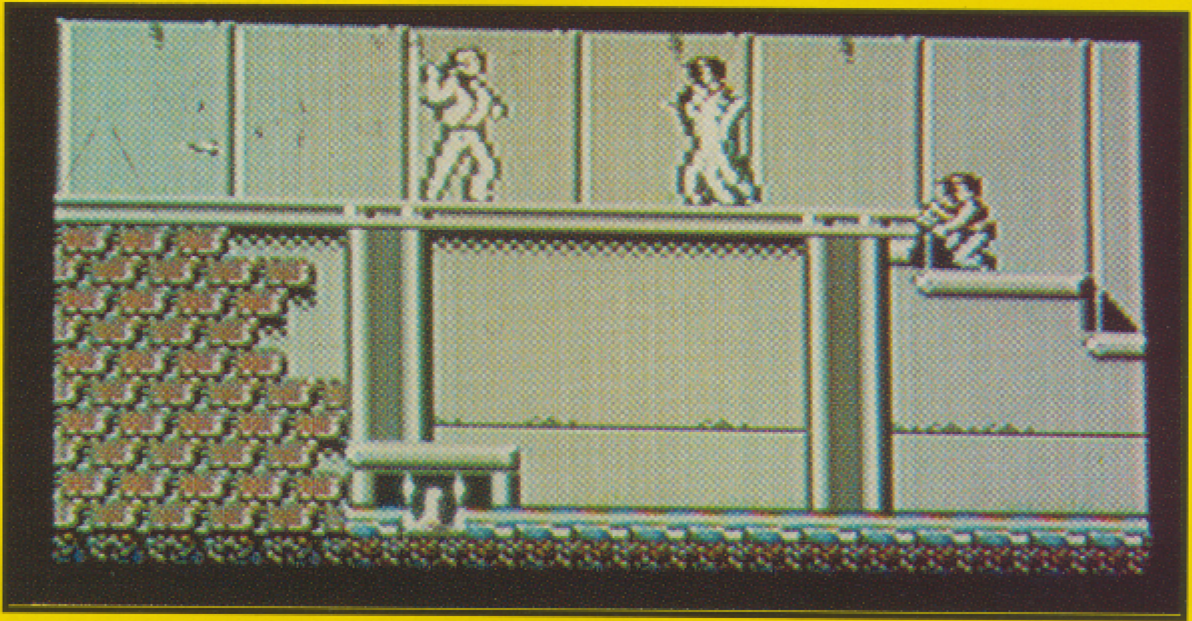
NAME: Shadow Dancer. **SUPPLIER:** US Gold. **PRICE:** £9.99 tape, £14.99 Disk. **RELEASE DATE:** Soon? Too soon?	OVERALL **80%**

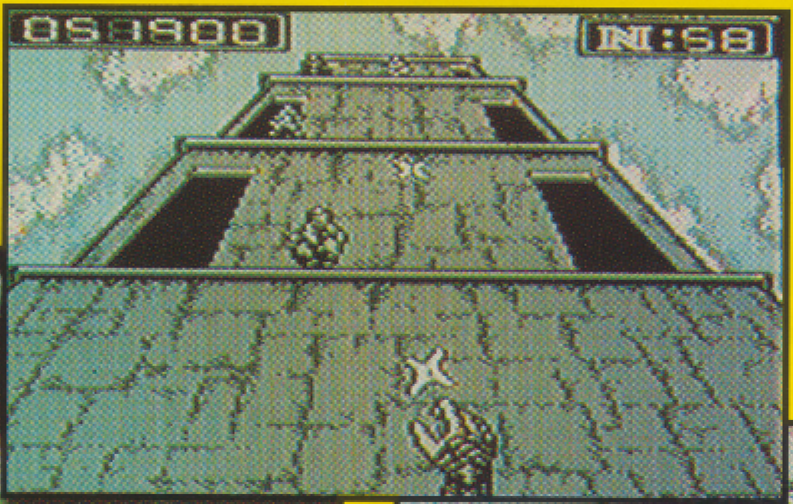
If the public wants another Ninja game then so be it. This one's one of the more worthwhile of the crowded genre.

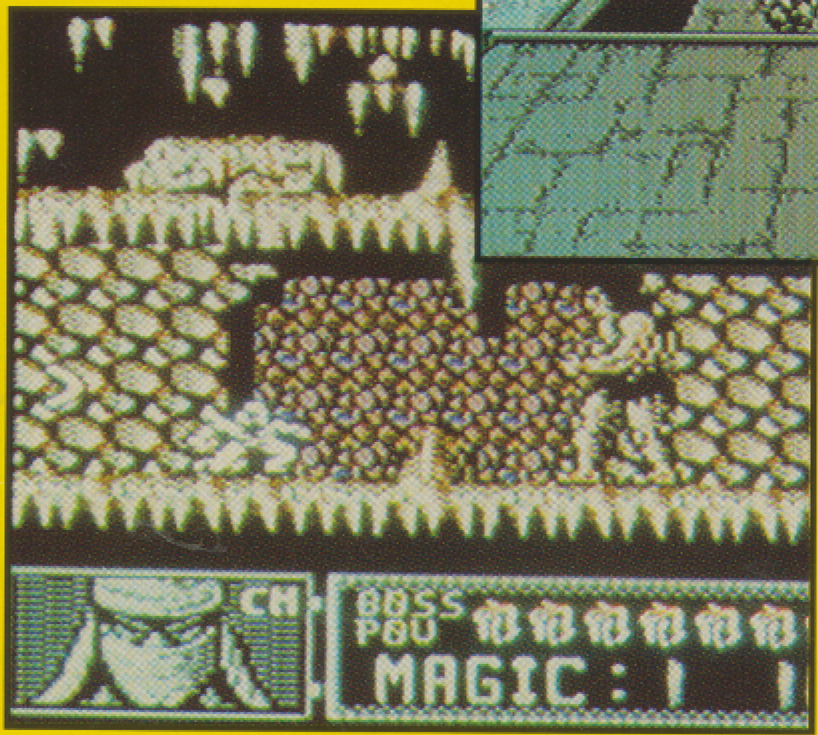
shot you get of the Ninja jumping toward your head is truly corking.

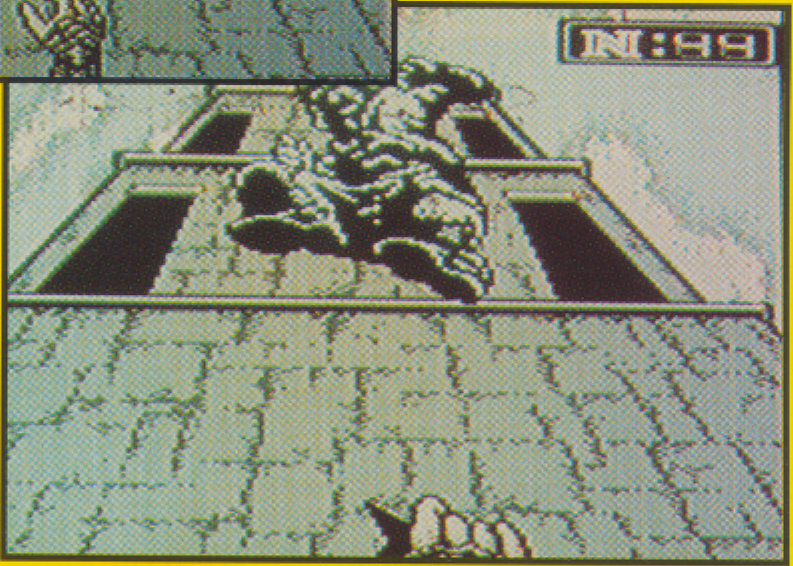
So, you're saying, how does this particular Ninja game compare to the billions and billions of predecessors. Well, the graphics are a mite odd; The Ninja (as Rik remarked in the preview of this 'un) looks like he's chortling as he chucks the stars and has a particularly hippy-esque hairstyle and the dog looks as though it's licking the baddies rather than ruthlessly savaging them with its large chops. But other than that, they're quite spiffing.

Shadow Dancer is a nice conversion, fairly faithful to the arcade (where's the screen with all the flames for the magic-casting bit, eh US Gold?), darn hard and, so, worth a look.









As a bonus round, you have to chuck illegal Ninja stars at the blokes wrapped up in tablecloths. If you fail to kill them all in the time limit, you'll be on the end of his cheesey feet!

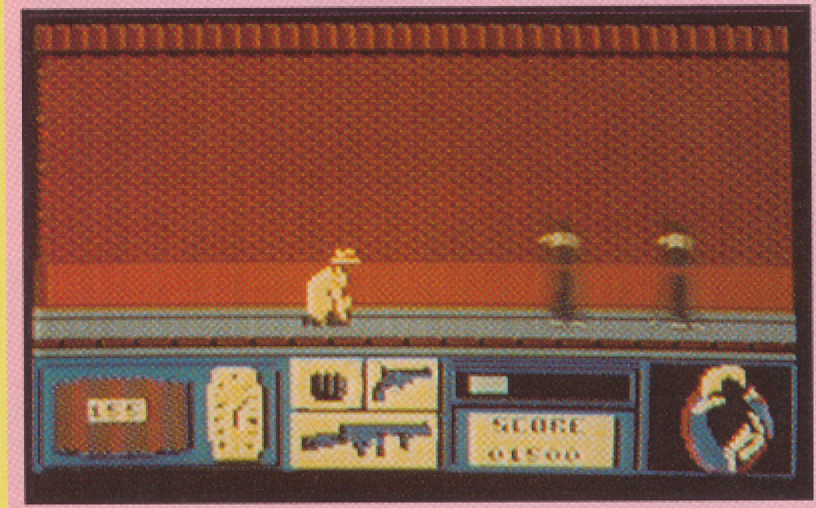
Crime is running rampant on the streets, innocent civilians are getting hurt, gang warfare is about to tear the city apart.

There's only one man who can save the day, and that man is Mark Luckham. (Hang on, that man is supposed to be Dick Tracy - Ed).

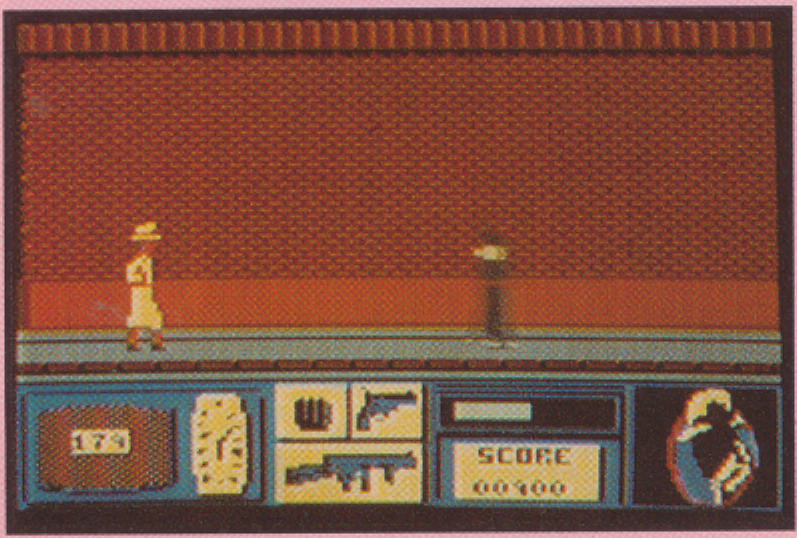
DICK

What's hiding behind the brown door? Some more poorly drawn crappy sprites no doubt!! And who's that coming this way . . .





. . . And now there's two of them!! This almost reminds me of a Pink Floyd album, if it wasn't for the fact that this wall is crappily designed!



You too can be Mark Luckham – er. . . Dick Tracy, in the all action conversion of the film of the same name, featuring Dick, Tess Trueheart (his squeeze), Lips Manlis (deceased), Big Boy Caprice (well known villain) and Pruneface (assistant to well known villain). Of course you realise that means you are missing out on Madonna as Breathless Mahoney, so when the blurb accompanying the game claims it follows the script, I just wonder which script that was. Let's face it, Madonna plays a bloody big part in the film. Maybe Titus couldn't afford her.

Dick (the game) starts off in much the same way as Dick (the film) with Dick (the character) investigating the murder of Lips Manlis. The finger is pointing at Big Boy Caprice, especially since the deeds to The Ritz Club, owned by Lips, had been transferred to Big Boy on the day of his demise. What happens next is anyone's guess since the instructions consist of a pseudo-newspaper highlighting the events and main characters. So what do you do, what's the objective then. What in fact is the point of the game? Er, dunno, you better ring Titus and ask them. I hope you can speak French though, 'cos they ain't English.

Well once you get going it becomes pretty obvious what you're supposed to be doing anyway, and since phonecalls outside the UK cost a fortune thanks to those thieving bar stewards at BT (did you know my phone bill was £300! Outrageous I call it. Flagrant profiteering. Taking the shirt of the backs of hard working men and women, the capitalist, bourgeois, running dog lackeys of the fascist, imperialist police state dictatorship [Er, Mark, shut up and get on with it - Ed]).

Fah. Anyway, the screen doesn't scroll in this right to left strolling shoot 'em up. You walk to the right end, and



TRACY

then a new screen appears with you on the left. With a bit of luck you might find a weapon before you get killed, which happens all too often.

You have an energy bar and you can thump people, but even if you do they still generally absorb some of your life force (vampire gangsters?), which makes the game tedious.

If you pick up a weapon it's either the single shot gun, or the machine gun. There's not much difference in performance, and a gangster with a small hole in his head is just as dead as a gangster with no head.

In Robocop 1 style, people open windows, lean out and shoot you, while various mac wearing personages run up and try to grill you from close range. Half of them looked like police officers, which confused the hell out of me.

The end of the first level sees you making your way through the streets and entering a nightclub. In there you can go and arrest a villain by shooting him (a la Special Branch tactics). Off he goes to the nick, only to be released a couple of days later, as a newspaper headline tells you.

Um, and there's much more of the same, with you tramping through various locations, shooting more people, and nicking some geezer at the end.

So what's it actually like then, as a game? Well, in one word, cobblers. You can tell that technical sophistication is not going to be to the fore when the screen doesn't scroll like it does on every other version of the game. It doesn't help that the keyboard controls don't work. It gets worse when you look at the god awful graphics. And it becomes a blank disc or tape when you play it and discover just how unplayable and naff the entire thing is.





CREDIT CARD

So average they make routine looks exciting. There's a tune and some FX and it's all rather forgettable. ◄**SONICS**

Utter plop, and that's being polite. The characters look like large cockroaches. ◄**GRAPHICS**

Since it looks like plop, and it plays like plop, you don't really want to come back for more. ◄**FIX FACTOR**

Well if you can keep going then there's plenty to plow through, but honestly you'd have to be a nutcase. ◄**HALF LIFE**

NAME: Dick Tracy.
SUPPLIER: Titus.
PRICE: £9.99 Tape, £14.99 Disk.
RELEASE DATE: Oot noo.

OVERALL 42%

It may follow the plot of the film (if the film was about roaches), but if you cough up the dosh for this poor game, you'll be the Dick all right.

REVIEW

HELL HOLE

It's hell doncha know - all this reviewing lark. Rik Henderson sits in a MacDonalds in Milton Keynes city centre and ponders why anybody would want to make a game out of it...

Firstly, it's a bit of a smeg when your pride and joy space craft goes belly over tit, but things can get worse (and undoubtedly do), and it's unsurprising that you find yourself stranded on what can be described as the most perilous planet ever to have spewed from he (or she) that made the universe.

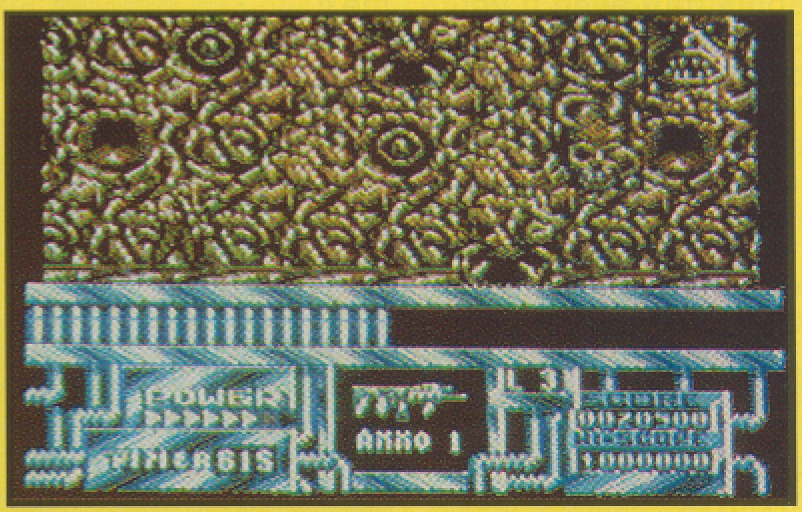
Fortunately, you've managed to scramble out of the wreckage with a fraggin' enormous blaster, and enough ammo to lay waste to the entire population of China (as long as China has only three people and one dog, with a gammy leg, living in the country. It doesn't? Oh well, there goes my geography GCSE). But even though you've had this lucky (?) break, it's hardsville from here to safety. And there's so many aliens to blast that you'd better rearrange your lunch date for next year, 'cause it'll take you until then to get there.

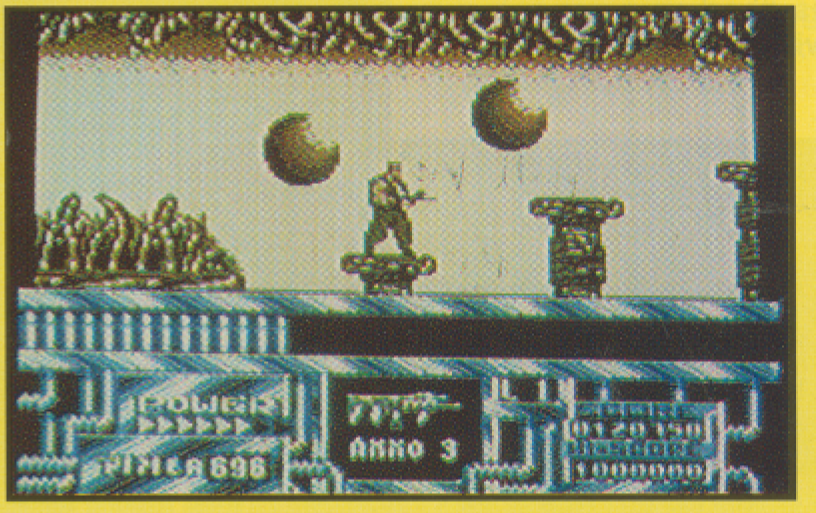
Hell Hole is the first release from On-Line Entertainment, which is basically the defunct CRL tarted up and re-named (even the main title screen for the game has CRL plastered all over the place). It also, unfortunately, sees a return to the days when CRL was really struggling, and its games were anything but epic, and Hell Hole is anything but epic.

This isn't because the graphics are naff, no siree. In fact they're a bit wicked, and could be likened to a good Thalamus game (Hawkeye, Delta, etc.). It's the crap gameplay that gives me chronic indegestion.

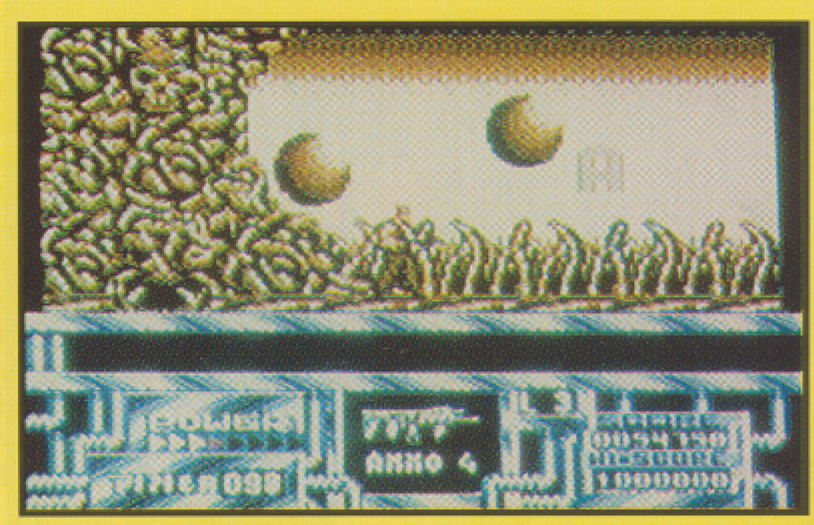
What you have to do is travel along a horizontally scrolling (left-to-right) landscape, blasting the waves of aliens that pour at you, and leap over the occasional chasm that appears in the, obviously, MFI fitted floor. This is really all there is to it. You can collect lots of chunky icons that give you all kinds of power-ups and the occasional more meaty weapon, and sometimes a bigger creature will come along to give you a spanking.

Although it's all reasonably playable, its a tad too hard, and a tad too boring. In concept it reminds me of Turrican, but is a very poor substitute indeed, and shouldn't even be mentioned in the same breath as that all-time great. If you really feel like trying Hell Hole out one day, I'd advise that you wait until it comes out on budget, otherwise it'll make a 'hell' of a 'hole' in your pocket (and for very little).





All alone on a planet run by well-oiled Amazonian women may seem like Hell to some, but I'm booking a return visit!!!



CREDIT CARD

SONICS Pretty ordinary, and very unspec-tacular.

GRAPHICS Above average, and in some ways quite meaty.

FIX FACTOR Very easy to get into...

...But that's because **HALF LIFE** there's very little to it!

NAME: Hell Hole.
SUPPLIER: On-Line Entertainment Ltd.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 69%

A very poo-er version of Turrican, that just doesn't cut the grade when it comes to exciting and original gameplay.

TALES FROM THE SCRIPT II:

Fresh from the pages of Speakeasy magazine, is Dave Hughes' column of scandal, gossip, rumour, and other things completely made up on the spot (nah - it's all true, honest! - Dave) all to do with the big screen.

SHORT TAKES

THE UNWATCHABLE IN PURSUIT OF THE UNFILMABLE

The month's big news for action-movie fans (and Ocean staff) is that everyones' favourite (except mine, natch) chrome-plated crime-buster will return in ROBOCOP 3, presumably being made following ROBOFLOP 2's success on video.

Regulars Nancy Allen and Dan O'Herlihy are already signed to the picture (which reputedly includes Robo battling not one but five ED-209s!) but this time they are without the silver guy himself, since Peter Weller is tied up with David (THE FLY) Cronenberg's latest masterpiece, an adaptation of William S Borroughs' "unfilmable THE NAKED LUNCH", a nightmarish fantasy populated with "spies", junkies, witches and shape-changing monsters". Yikes!

THIRD TIME TURKEY

Two more third-installment movies with plenty of news are ALIEN III (not ALIENS III as misreported elsewhere) and HIGHLANDER 3: THE MAGICIAN.

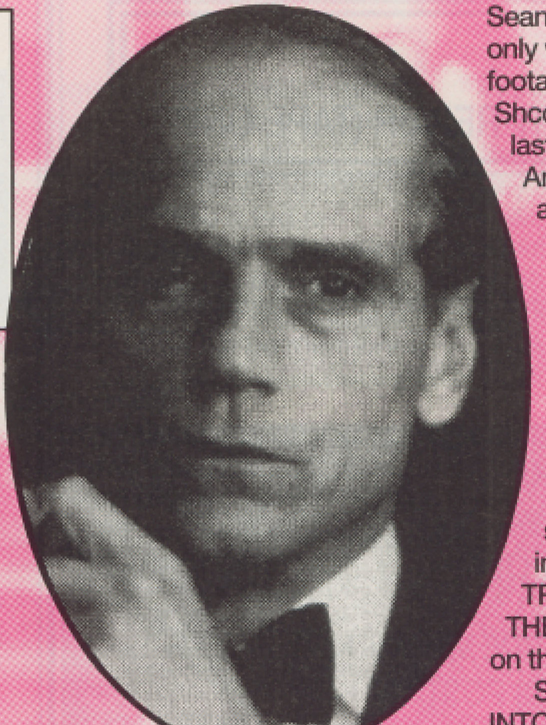
By the time you read this, the former will have wrapped at Buckinghamshire's Pinewood Studios, but it's still anybody's guess as to what the end of movie holds for us. The last script insiders were given had Ripley (Sigourney Weaver) waking after a crash-landing on a colony planet run by shaven-headed monks to find that Newt and Hicks (survivors from ALIENS) have been murdered



and that android (or 'artificial person') Bishop has disappeared. Investigating all this, she discovers a nameless cult experimenting with the aliens and hoping to breed the next Alien Queen inside her... One top secret version of the script has a crop-haired Ms. Weaver dousing herself in rocket fuel and setting herself ablaze, determined that (a) the Queen will never be born, and (b) they won't make ALIEN IV. What I can tell you is that David Fletcher (who made Madonna's Vogue video) is directing, and that Charles Dance and Dutton co-star. The bad news is that, Ripley aside, none of the survivors of the exquisite ALIENS return.

Similarly, Christopher Lambert has expressed no interest in reprising his role as Connor McLeod in HIGHLANDER 3: THE MAGICIAN — not surprising after the mess Russ Mulcahy made of 2: THE QUICKENING. The third film, therefore, concentrates on McLeod's son, Connor Jr. (Christian Slater from HEATHERS, YOUNG GUNS II and PUMP UP THE VOLUME), who sets out in search of his father and the identity of the mysterious 'Magician'. He is accompanied by a hologram of Ramirez (played one again by Sean Connery, of courshe!), but only while Fox have unused footage of the great Shcotshman left over from the last one!

And don't even think of asking me about CHILD'S PLAY 3...



SIX OF THE WORST

And if it wasn't depressing enough having three movies from one half-baked idea, how does six sound? By now, sixth installments of the STAR TREK, 'ELM STREET and THE HOWLING sagas are all on the way.

STAR TREK VI: VOYAGE INTO INFINITY, which reunites the usual 'old generation' cast for a trip through a black hole, celebrates the 25th anniversary of the story. Joining Shatner, Doohan, Kelly and Nimoy (who is also executive producer) are Jack (YOUNG GUNS, BATMAN) Palance and Christian Slater (again!), both playing Klingons, and Whoopie (GHOST) Goldberg, reprising for the big screen the barmaid she vowed TV audiences with in the fourth season of Star Trek: The Next Generation...

Freddy Krueger takes on a new dimension in New Line's FREDDY'S DEAD: THE FINAL NIGHTMARE, still shooting in L.A. Robert Englund dons the glittery glove once again, but this time the never-popular kid killer is to be filmed in "Freddy Vision", a state-of-the-art 3-D process. Gold knows how co-star Roseanne Barr will look in three dimensions, but Alice Cooper (as Freddy's stepfather) should provide some much-needed comic relief.

HOWLING VI: THE FREAKS will probably be in video shops



: THE REVENGE



ABSOLUTELY NO COMPETITION

Okay, it's time for the first batch of TALES' regular competitions, all hinging on your ability to think of witty one liners based around the prizes.

First up, we have TEN copies of the video of Sam Raimi's exquisite DARKMAN up for grabs (along with TEN rubber DARKMAN masks, which you can't rent from your video shop), one of each of which will be given to each of the, er... TEN wittiest concocters of suitable endings to the following phrase:

"I think it would be inconvenient to have my face melt every ninety-nine minutes because..."

You have an undeniably stingy twelve words (or less) to play with. All entrails (sorry entries) should be sent to Pity They Cut The Finger Snapping Sequence Out Competition, c/o the address below. Remember to state 'VHS4 format' and state the size of rubber mask you usually take.

There is, of course, more. We also have TEN copies of the ROBOCOP 2 video to give away (each tape being just long enough to record three episodes of RED DWARF over!), to coincide with the, er... video release of ROBOCOP 2. Once again we're asking you to furnish us with an ending for our amazing non-sequitor in a dozen words or less. And here it is:

"I can't imagine why anybody would want to make a third ROBOCOP film because..."

Post your entries to the Has Frank Miller Really Sold Out? Competition, c/o the address below.

by the time you read this, so I must have missed a couple of parts of this dismal series (namely THE MARSUPIALS and THE REBIRTH). No, actually I didn't miss them a bit...

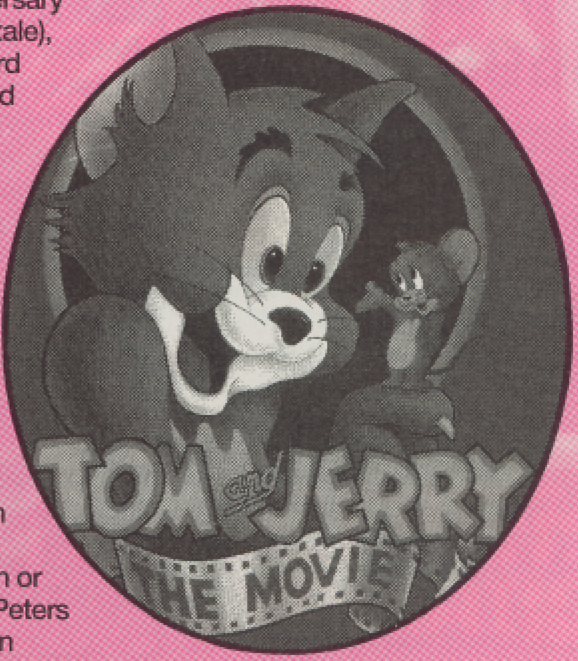
HOOK, LIONHEART AND STINKER

Quite pleasing to see, then, that the occasional blockbuster still finds its way onto production schedules.

Steven Spielberg's Peter Pan project, HOOK, has an earlier start now that he's dumped Dinosaur-theme-park-comes-to-life story JURASSIC PARK on a lesser Amblin talent (pity). HOOK is a kind of sequel (ack!) to the Peter Pan story, depicting Pan (Robin [GOOD MORNING VIETNAM] Williams) as a Wall Street Stockbroker with Tinkerbell (Julia [PRETTY WOMAN] Roberts) as his typist. Dustin (RAIN MAN) Hoffman, Bob [ROGER RABBIT] Hoskins, Maggie (Anything British) Smith and Brenda (MY LEFT FOOT) Fricker also star (as Captain Hook, Mr. Smee, Wendy and Nursie respectively) and rumour has it that Steve (PARENTHOOD) Martin will cameo. It seems pretty certain that, if PRINCE OF THIEVES (is the biggest film of this year, that HOOK will kick serious ass is '92, despite competition from other blockbusters CHRISTOPHER COLUMBUS (Ridley [ALIEN] Scott directs Kevin [PRINCE OF THIEVES] Costner, Andy [THE GODFATHER PART III] Garcia and Tim [ROCKY HORROR] Curry in a 500th anniversary discovery-of-America tale), DRACULA (Francis Ford Coppula's to-be-retitled romantic vampire tale starring Jeremy [REVERSAL OF FORTUNE] Irons, Winona [HEATHERS] Ryder, John [Everything British] Hurt and Joss [LETHAL WEAPON 2] Ackland) and, of course, BATMAN II (Tim Burton once again directing, this time without Michael Keaton or producers Guber and Peters but with Jack Nicholson [Joker/Batman], Danny DeVito [Penguin] and highly likely - Robin Williams [Riddler]).

TOM & JERRY TAXI BACK TO HOLLYWOOD THE HARD WAY

Taxi, BACK TO THE FUTURE and ROGER RABBIT star Christopher Lloyd seems to be cropping up on every 'in production' cast list around. For a start he's playing manic Uncle Fester in the big screen version of '50s horror hokum THE ADDAMS FAMILY alongside Raul (Onassis) Julia as Gomez and Anjelica (THE GRIFTERS)



Huston as Morticia. He's also playing the voice of Tom Cat in TOM & JERRY: THE MOVIE, an ambitious animated feature film which follows the popular duo's adventures after they leave home and head for Los Angeles. Bob Hoskins will provide a disturbingly gravely voice for Jerry Mouse. Hmmm...

Meanwhile, the Doc's fellow time-traveller Michael J Fox turns up as a doctor in DOC HOLLYWOOD, filmed after Fox's forage into high-concept, high comedy in THE HARD WAY. In this, Fox joins James Woods (SALVADOR, THE BOOST, IMMEDIATE FAMILY) as spoiled actor and angry cop on the trail of a serial killer. The result has to be the funniest film I've seen this year (but then, I haven't seen THE NAKED GUN 2: THE SMELL OF FEAR yet)...

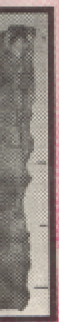
NEXT ISSUE

More celluloid scandal-mongery which will have SPEAKEASY kicking its collective self, including all the exclusives on PRINCE OF THIEVES, BATMAN II, ALIENS V PREDATOR, SCANNERS II, the new DRACULA movie and, of course (!?), BILL AND TED'S EXCELLENT ADVENTURE...

Until then - smeg off, gimboids!

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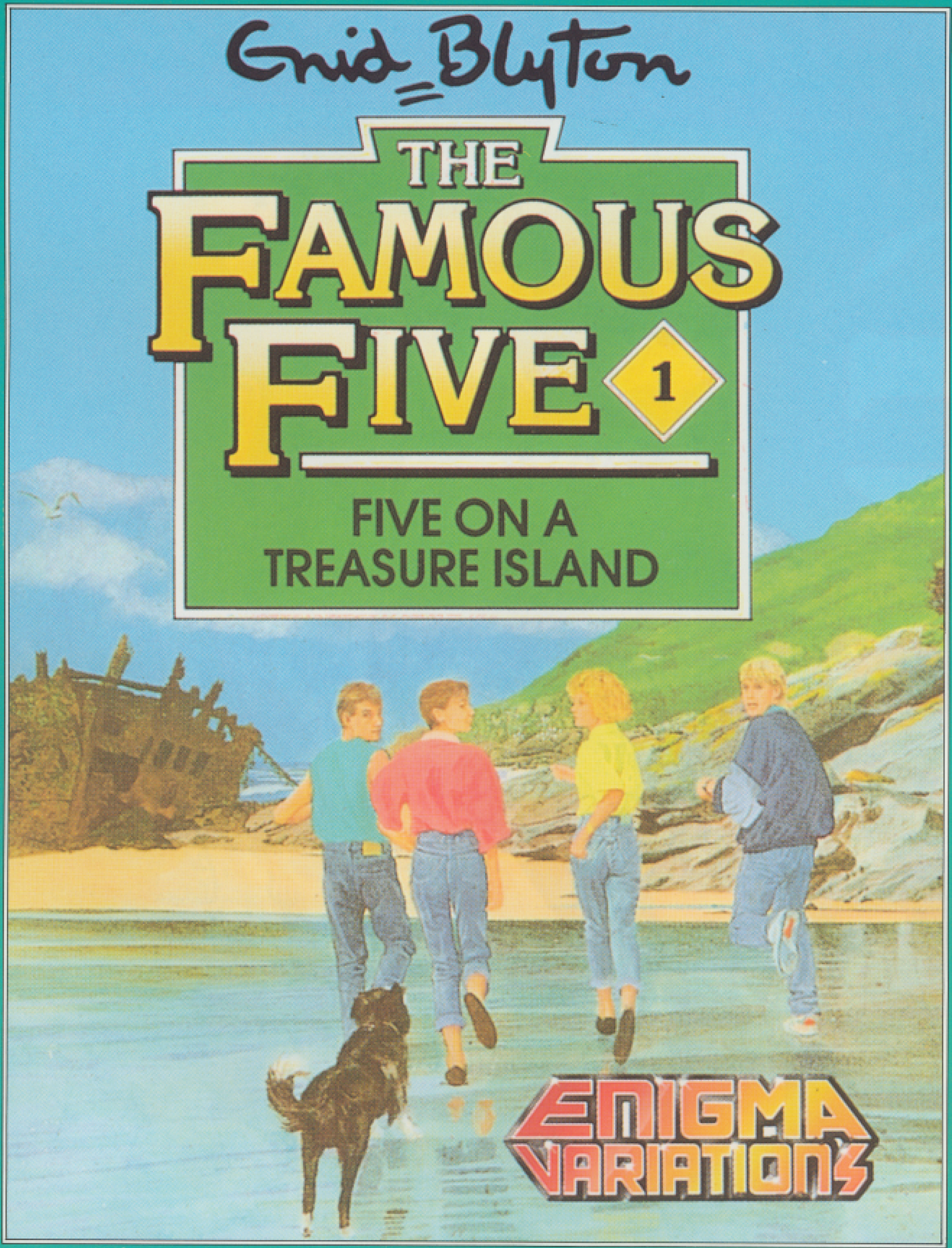
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